

THE FIRST REVIEW!

METAL GEAR SOLID 3

Read the shocking truth here first!



GTA: SAN ANDREAS
HINTS & SECRETS
FROM THE DEVELOPER!
EXCLUSIVE TO PSW!

**ATTACK OF
THE KILLER
GAMES!**

**Medal of Honor:
Dogs of War**

Full Spectrum Warrior

Devil May Cry 3

Resident Evil 4

Tomb Raider

Burnout 4

Tekken 5

PS2 EXCLUSIVE!

SPLINTER CELL CHAOS THEORY

**Stunning first PlayStation2
pics and details inside!**

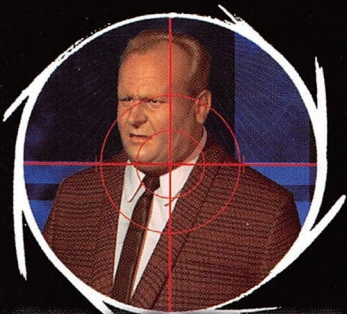
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next



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PlayStation®2



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Resident Evil 4 is lurking onto PS2! Read all the latest details right here.

News

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It could be the best survival horror ever. And it's on PS2! Hooray for everything!

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Forget maths, try *The Sims*.

10 New Metal Gear Solid

Sequel already planned.

12 Rainbow Six 4

Fancy some more Clancy?

Screenetest

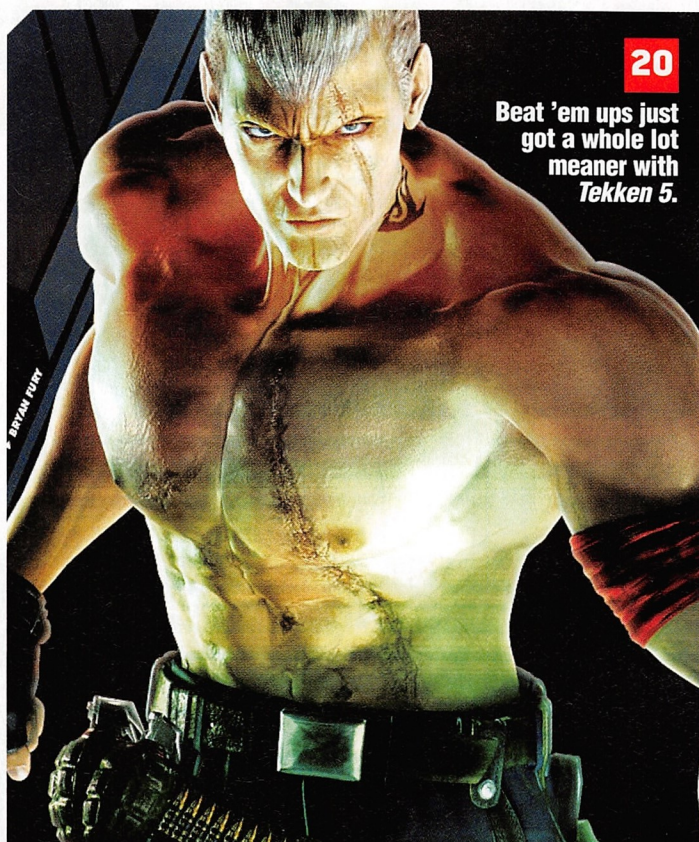
Including: **28** *Tenchu: Fatal Shadows*

26 Commandos: Strike Force

Are you ready to get tactical with your WWII shooting? *Strike Force* sure is.

30 Project: Snowblind

Find out more about the shooter that's impressing us all mightily right now. It's kinda like *Deus Ex*, but then it's completely not like *Deus Ex*. Or so we're told.



20

Beat 'em ups just got a whole lot meaner with *Tekken 5*.

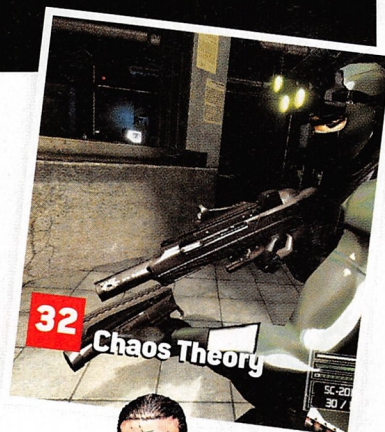
Previews

20 Tekken 5

First details on the new characters, moves and other delicious goodies.

24 The Punisher

Just when you thought it couldn't get any nastier...



32

Chaos Theory

28 Devil May Cry 3

More exclusive info on the game with the leather gloves and the slightly suspect haircut. And the guitar-themed slaughter.

32 Splinter Cell: Chaos Theory

It's chaos all over the place as Sam Fisher gets violent with terrorists again.





So, is *Metal Gear Solid 3* really the be all and end all of stealth action games?

Reviews

Including: **69** *Jak 3* **74** *The Getaway 2: Black Monday* **78** *Flatout* **82** *Ghost Recon 2* **84** *Pool Shark* **84** *Guilty Gear X2* **85** *Crash 'N' Burn*

64 Metal Gear Solid 3

COVER GAME

We've played it and we're ready to tell you everything you need to know. Hold tight for information overload!

68 Grand Theft Auto: San Andreas

Eleven page review that confirms what you probably already knew: *San Andreas* is the best PS2 game ever made.

70 Prince of Persia: Warrior Within

His highness gets a bit of a teen goth makeover. You don't understand his pain, man.

80 Ratchet & Clank 3

'When Robots Meet Aliens. And Take The Piss Out Of Them'.



80 Ratchet & Clank 3

Our DVD has everything, including the fabulously tasty *Gran Turismo 4*.



DVD

Devil May Cry 3

Well, he *may* cry... but I don't see why he *would*. I mean, his latest game looks pretty good.

Tekken 5

Watch improbably muscular men beat the hell out of other improbably muscular men. Plus: hot girls!

Resident Evil 4

We've secured some tasty footage of the game that promises to reinvent the *Resident Evil* series.

Hints and Cheats

Don't even pretend you don't use these. We know you. You dirty, dirty cheat.

Rumble Roses

Curvacious vixens wrestle for your sick pleasure.

Knight Rider 2

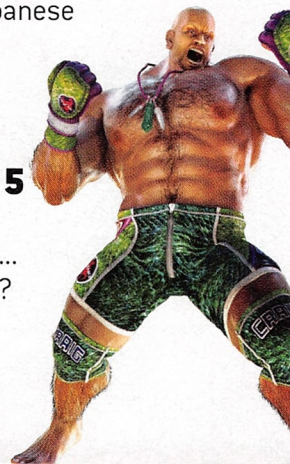
More of your fondest childhood memories defiled in the name of a quick buck.

Time Splitters: Future Perfect

The cheek of these Western developers – giving their games Japanese sounding names.

Ace Combat 5

Combat that's... uh... totally ace?



GLOBAL

Breaking news from the world of PlayStation2.

09

PSP ON THE CHEAP

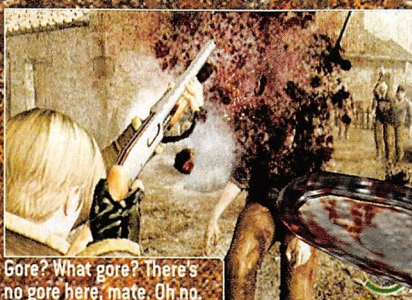


Zombies plus fire equals lots of running away.

More human-like zombies are faster and cleverer.



It's kind of like an onscreen anatomy lesson, isn't it?



Gore? What gore? There's no gore here, mate. Oh no.

THE EVIL HAS LANDED!

Horror masterpiece *Resident Evil 4* confirmed for PS2!

Capcom has announced that its hotly anticipated survival horror game, *Resident Evil 4* is coming to PlayStation2. Previously a GameCube only title, it's another kick in the balls for Nintendo as one of its most prized assets its swiped by Sony. And rightly so.

Resident Evil 4 throws away almost all the traditional themes of the series. It's not set in Raccoon City, it boasts a whole new control system and most surprisingly, features no zombies. It's not all different however. Leon Kennedy, survivor of *Resident Evil 2*, is once again thrust into a world of deadly viruses and scary things biting his neck, as he struggles to save the President's daughter from a bunch of creepy monks and less than human creatures in a European village.

The gameplay has changed considerably, with a new over-the-shoulder perspective for shooting and a much greater emphasis on action. The camera is no longer fixed and the game now takes place in open, often outdoor environments rather than a maze of restrictive corridors. The attention to detail is stunning. Enemies will attack in intelligently formed groups rather than the zombie conga lines of old, targeting specific body parts will also have an effect – if you're about to be on the receiving end of a Molotov cocktail, you can either shoot it out of the air, or shoot your attacker's arm to disable it.

Take a look at the DVD for more. This is gonna be huge!

PSW SAYS
SEE PAGE 19

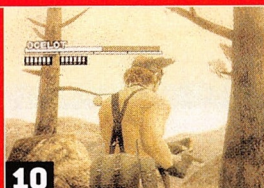


What's worse than a fast, clever normal-size zombie?

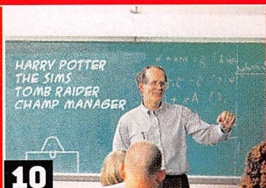


If you don't get rid of those Molotov cocktails...

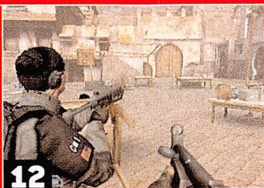




10
METAL GEAR SOLID 4



10
GAME LEARNIN'



12
FULLY SIX



12
AS SITH!



12
MONK-EY MAGIC



PSP PRICE SHOCKER!

PlayStation Portable launches at \$250 in Japan.

Sony has announced the price of the PSP in Japan will be a measly 19,800 yen, which equates to about \$250 AUD.

Released in Japan this month, the machine will be available on its own or as part of a value pack, with 32mb memory stick, headphones, power adaptor, spare battery and a carry case bundled in.

While no exact details of an Aussie price

have been announced, it'll certainly be more expensive than in Japan – we predict somewhere around the \$300 mark when it launches here in early 2005.

There will be some 21 titles available for PSP in Japan by the end of 2004. Not all of them will make it to Australia, but with *Ridge Racer*, *Gran Turismo 4 Mobile* and *Tiger Woods* all confirmed, the future of PSP looks bright.

GTA SALES GO BALLISTIC!

San Andreas breaks all sales records in its first weekend.

Grand Theft Auto: San Andreas has made history by selling a massive 58,000 copies in its first weekend in Australia alone, and could go on to earn more than the best selling film of all time.

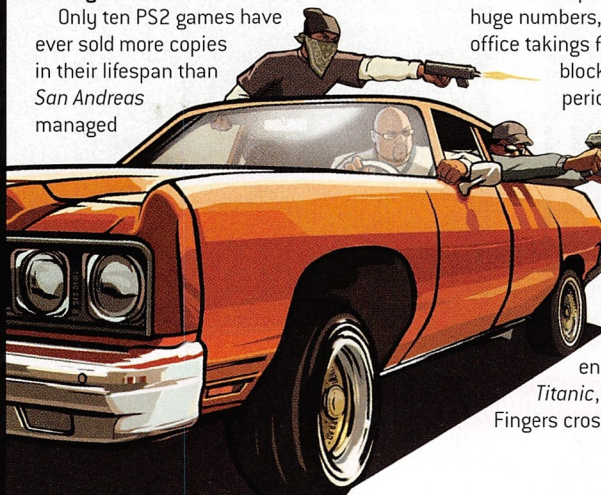
Only ten PS2 games have ever sold more copies in their lifespan than *San Andreas* managed

in just two days, two of those being prequels *GTA III* and *GTA: Vice City*. The only other games that come remotely close are big names titles such as *Halo* and *Gran Turismo*.

Even compared to the cinema, these are huge numbers, with *San Andreas* topping box-office takings for many Hollywood

blockbusters during the same period. As well as proving beyond doubt the awesome popularity of gaming, it also

cements *GTA's* position as an unstoppable worldwide phenomenon. Industry analysts now predict that if *San Andreas* eventually sells 15 million copies, it could end up making more money than *Titanic*, the highest grossing film ever. Fingers crossed.



"WORD ON DA STREET"

Should video games be taught in schools?

"It's about time that schools used modern methods to get kids interested in work. What's wrong with using games in classrooms?"

Kerry Nortcliffe, advertising exec



"I'm actually really against it. Pupils need a more physical form of education. And besides which, video games are really addictive."

Mark Jones, doorman

"I think children should be taught basic skills instead. Games are too 'buzzy' for children at school."

Catherine Mann, former teacher

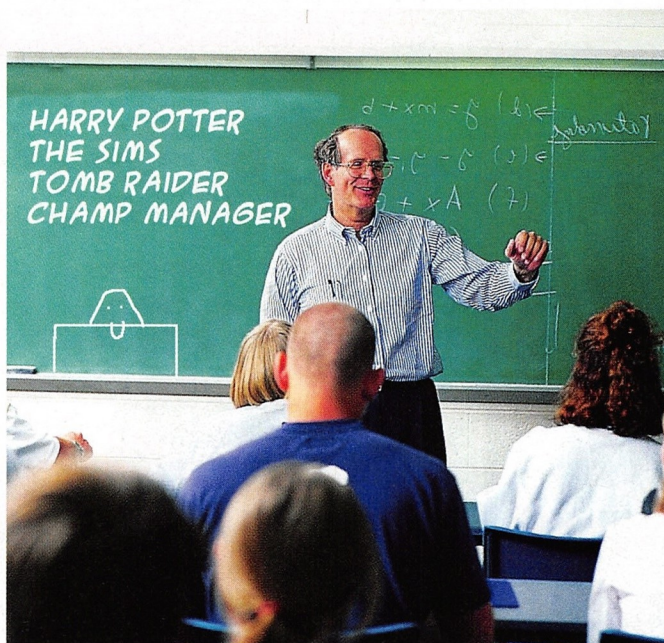


"I don't believe schools should teach kids with games. They need hands-on skills they can use in the real world."

Robin Bartlett, account manager

"I didn't get much out of school. Apart from a free lunch. But I'm not sure how much games teach you either."

Shaun Phillips, window cleaner



HARRY POTTER
THE SIMS
TOMB RAIDER
CHAMP MANAGER

$d + xm = f$ (1)
 $-f - f$ (2)
 $d + xA$ (7)

The Sims: it's always felt like homework to us.



Should Harry be taught in public schools?

TOP OF THE CLASS

PS2 titles should be taught in schools, claim researchers. At last...

Games should be recognised as valuable teaching aids, claim a group of boffins from the University of London's Centre for the Study of Children, Youth and the Media.

While this may come as no news to you, gentle reader, it turns out that expert research has proved that games aren't actually the anti-social, mind-numbing digi-opiates that tabloid newspapers would have you believe. They are, in fact, amazingly good at teaching kids everything from hand to eye co-ordination to storytelling, character development

and even aspects of grammar.

Dr Andrew Burn of the University of London's specialist outlet revealed the findings at a recent conference in the Institute of Education. He recommended that kids aged 10 to 12 would benefit from playing *The Sims*, *Tomb Raider*, *Harry Potter* and even *Championship Manager*. And to think all we got was triple maths classes back in our day. "Games are a legitimate cultural form that deserves critical analysis just as film, television and literature do," said Dr Burn, who clearly needs

to receive some kind of massive government grant for his ongoing three-year study.

The good doctor also advocated teaching game design at school: "Full understanding only comes when children have the tools to create their own games," he was quoted as saying. We have to agree. After all, the PSW team does precious little other than play games all day, and we no dumb stoopid people. We clever clever yes very indeed. Coz we play games and stuff. FNNodsnoSmns.

SNAKE GOES FOUR IT!

Konami drop strong hint of *Metal Gear Solid 4*.

Metal Gear Solid 3 hasn't even hit the shops yet, but Konami has already confirmed that *Metal Gear Solid 4* is currently in development.

Speaking at a financial report meeting, Konami president Motoyuki Yoshioka said: "We have some ideas and we've had them for some time now. We will continue to create more games on the series." Quite what these 'ideas' are is anyone's guess right now, though Yoshioka's comments suggest that there'll be plenty of questions and plot threads left unanswered come the end of *Metal Gear Solid 3*.

Metal Gear Solid 3 will almost certainly be the last time Solid Snake appears on PS2, with *Metal Gear Solid 4* most likely to appear on the PlayStation 3 in 2006 at the very earliest.



SNAKE'S BACK IN *Metal Gear 4*. Get it? That's his back, see?



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FOR EVERY READER...

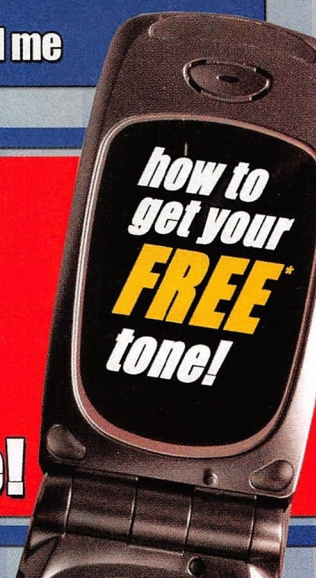
TV / Film

Theme - Magnum PI	59002
Theme - Pop idol	52424
Theme - Benny Hill	50092
Film - Kill Bill	56843
Theme - Sex and the city	55076
Film - 2 fast 2 furious	92326
Film - Mission Impossible	50013
Theme - Simpsons	50054
Theme - Neighbours	50204
Theme - Queer eye for the Straight	56993

Most Wanted

52511	Coldplay - Clocks
90135	Destinys Child - Independent
50041	Robert Miles - Children
52502	50 Cents - In da club
56218	Britney - Perogative
55900	Maroon 5 - She will be loved
59106	Three of a kind - Babycakes
55276	Jet - Are you gonna be my girl
55430	2 Pac - Changes
59151	Joss Stone - You had me

1. text the word **BUZZ** to **191188**
2. you will get a wap page ... click to enter
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Chart

55868	D12 - How Come
59251	Gwen Stefani - What you waiting for
59240	Delta Goodrem - Out of the blue
59178	Deep Dish - Flashdance
59144	Armand Van Helden - My My My
58523	Nelly & Christina - Tilt your head
59226	Christina Aguilera - Car Wash
59117	Eric Prydz - Call on me
94316	Joel Turner - These kids
59238	U2 -Vertigo

Urban

56935	Destinys Child - Loose my breath
59017	Black Eyed Peas - Lets get it started
55775	Usher - Confessions
55868	D12 - How come
56985	Eminem - Just lose it
59070	Houston Feat. Chingy - I like that
59130	Jo Jo - Leave (get out)
55823	Beyonce - Naughty girl
94314	Guy Sebastian - Out with my baby
56805	Usher - Burn

when you join our weekly ringtone club!

MONKS-EY BUSINESS!

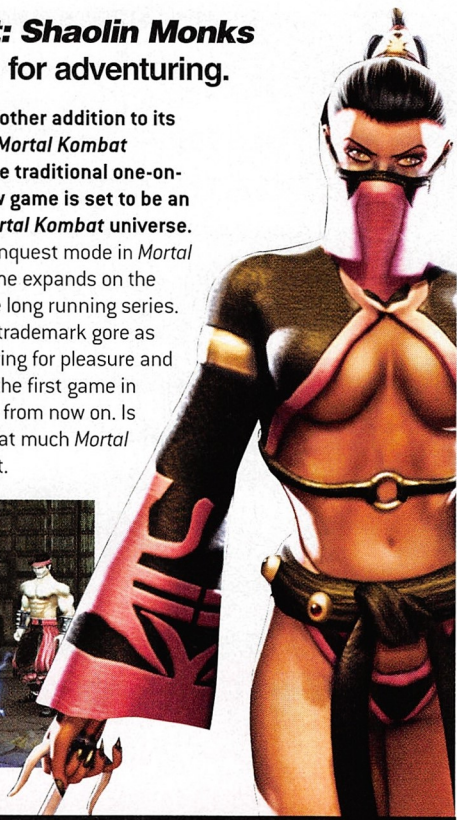
Mortal Kombat: Shaolin Monks swaps scrapping for adventuring.

Midway has announced another addition to its infamous brawling series: *Mortal Kombat Shaolin Monks*. Ditching the traditional one-on-one fighting genre, the new game is set to be an action adventure in the *Mortal Kombat* universe.

Following on from the Konquest mode in *Mortal Kombat: Deception*, the game expands on the familiar characters from the long running series. Expect to see plenty of the trademark gore as you travel around slaughtering for pleasure and profit. Midway says this is the first game in what will be yearly updates from now on. Is the world really ready for that much *Mortal Kombat*? We'll soon find out.



Will you need to find keys and unlock chests too we wonder?



Teamwork is key. Well, their doing what you say is key.



FIRE IN THE HOLE!

New *Rainbow Six 4* game inbound. Duck!

News reaches us that *Rainbow Six 4* is ready to launch this spring. Details about this military sequel are scarce, despite a release being only three scant months away, but we've managed to sneak out the first shots of the game in action.

The new game will place the emphasis on close quarters combat rather than long-range conflict, which indicates a slew of new weapons are on their way. The story tells of nano-technology toting terrorists attacking Rainbow directly. You won't just be controlling Rainbow Six's leader Ding Chavez this time around either. Dieter Weber, the teams "arrogant, relentless sniper who never misses"

will also be coming under the jurisdiction of your thumbs.

With a completely new online mode, fantastic new physics and artificial intelligence system, *Rainbow Six 4* should create quite a buzz when it touches down in 2005.



The new game is set to take the graphics up another notch.



Heated battle scenes are already looking frantic.

SUPER SABRES

***Star Wars Episode III* gets its first game spin-off. Will you turn to the Dark Side?**

LucasArts has confirmed that a video game tie-in for the hugely awaited *Star Wars Episode III: Revenge of the Sith* will appear on PlayStation2 next year. The game will centre on the battle between Anakin Skywalker and Obi-Wan Kenobi and give players the opportunity to explore both the Light and Dark sides of the Force.

Boasting a series of robust combo attacks and defensive manoeuvres, the game also promises to offer Lightsaber combat alongside the Force powers and blaster weapons of the *Star Wars* series. The makers of the game have been granted unprecedented access to the stars and sets of the movie, so the standard of production should be top-class when it arrives next year.



Not a very sportsmanlike attack, sir! Shame on you!



We'd feel sorry for the droids if they weren't so damn thick.

The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP
10

PlayStation 2 Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- 1 ▲ GTA: San Andreas Adventure
- 2 ▼ NFS: Underground 2 Racing
- 3 ▲ SingStar Party Bundle All Other
- 4 ◆ Eyetoy: Play 2 Pack Compilation
- 5 ▼ WWE Smackdown vs Raw Sports
- 6 ◆ Ratchet & Clank 3: Arsenal Adventure
- 7 ◆ Eyetoy: Play 2 Games Only Compilation
- 8 ▲ Crash Twinsanity Adventure
- 9 ▼ V8 Supercars 2 Racing
- 10 ☆ Spyro: A Hero's Tail Adventure

TOP
10

PlayStation Games Over \$30

W/E 5th DEC 2004
RETAIL SALES

- 1 ◆ Yu-Gi-Oh Forbidden Mem Strategy
- 2 ▲ HPotter Chamber Of Secrets Adventure
- 3 ◆ Disney Triple Pack Adventure
- 4 ▲ RC Stunt Copter Racing
- 5 ▼ Bratz Dolls All Other
- 6 ▼ Grand Theft Auto Coll Ed Adventure
- 7 ▲ FIFA 2004 Sports
- 8 ▲ Colin McRae Rally Ptm Racing
- 9 ◆ Simpson's Wrestling Sports
- 10 ▼ MTV Snowboard Sports

TOP
10

Game Cube Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- 1 ◆ NFS: Underground 2 Racing
- 2 ◆ Paper Mario 1000 Year Door Adventure
- 3 ☆ Metroid Prime 2: Echoes Adventure
- 4 ▲ Simpson's Hit & Run Adventure
- 5 ▲ Spyro: A Hero's Tail Adventure
- 6 ▼ Tales Of Symphonia RPG
- 7 ▼ Pikmin 2 Action
- 8 ▼ Mario Party 5 Family
- 9 ▼ Pokémon Colosseum RPG
- 10 ☆ Goldeneye: Rogue Agent Action

TOP
10

Xbox Games Over \$50

W/E 5th DEC 2004
RETAIL SALES

- 1 ◆ Halo 2 Action
- 2 ◆ NFS: Underground 2 Racing
- 3 ◆ NFS: Underground Clsc Racing
- 4 ▲ Crash Twinsanity Adventure
- 5 ▲ Fable RPG
- 6 ▲ Spyro: A Hero's Tail Adventure
- 7 ▲ Tom Clancy's Ghost Recon 2 Strategy
- 8 ☆ V8 Supercars 2 Racing
- 9 ▼ Mortal Kombat: Deception Action
- 10 ☆ Prince Of Persia 2: Warrior Adventure

TOP
10

PC Games Over \$20

W/E 5th DEC 2004
RETAIL SALES

- 1 ▲ The Sims 2 Strategy
- 2 ▼ Half Life 2 Action
- 3 ▲ The Sims Deluxe Strategy
- 4 ◆ NFS: Underground 2 Racing
- 5 ▲ The Sims Unleashed Strategy
- 6 ▲ The Sims Superstar Strategy
- 7 ▲ MOH Pacific Assault Action
- 8 ▼ World Of WarCraft Strategy
- 9 ◆ The Sims Vacation Strategy
- 10 ◆ Rollercoaster Tycoon 3 Strategy

TOP
10

Game Boy Advance Games Over \$30

W/E 5th DEC 2004
RETAIL SALES

- 1 ◆ Pokémon Fire Red RPG
- 2 ◆ Pokémon Leaf Green RPG
- 3 ☆ Nemo: Cont Adventures Adventure
- 4 ▼ Finding Nemo + Monstrs Inc Adventure
- 5 ▲ The Incredibles Adventure
- 6 ▼ Hot Wheels Vel X + Wrld Rce Racing
- 7 ☆ Shrek 2 Adventure
- 8 ▼ Shrek 2: Beg For Mercy Adventure
- 9 ▼ Pokémon Ruby RPG
- 10 ▼ Simpson's Road Rage Racing

TOP
10

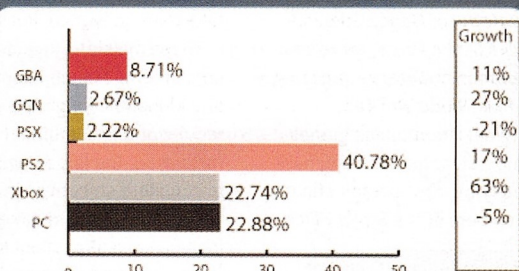
All Full Priced Games

W/E 5th DEC 2004
RETAIL SALES

- 1 ▲ GTA: San Andreas PlayStation 2
- 2 ▼ NFS: Underground 2 PlayStation 2
- 3 ◆ Halo 2 Xbox
- 4 ▲ SingStar Party Bundle PlayStation 2
- 5 ▲ Eyetoy: Play 2 Pack PlayStation 2
- 6 ▼ NFS: Underground 2 Xbox
- 7 ▼ WWE Smackdown vs Raw PlayStation 2
- 8 ▲ Ratchet & Clank 3: Arsenal PlayStation 2
- 9 ▲ Eyetoy: Play 2 Games Only PlayStation 2
- 10 ☆ The Sims 2 PC/MAC

MARKET WATCH All Games by Platform

NOV vs OCT RETAIL
SALES 2004



- ☆ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week



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SCREENTEST

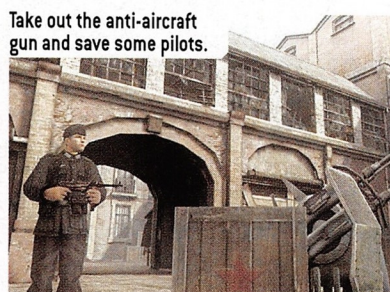
The latest screenshots and all the info on the PS2 games that really matter.

One gives cover fire while the others make a run for it.



You need back-up from the others to hold this top spot.

Take out the anti-aircraft gun and save some pilots.



When tanks appear, the safest place is above them.

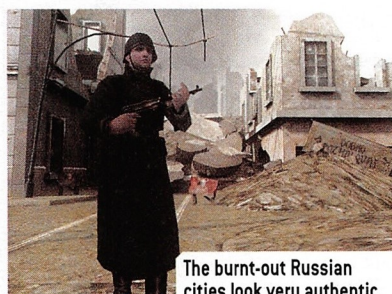
PLAYERS: 1-8 OUT: MARCH PUBLISHER: EIDOS DEVELOPER: PYRO STUDIOS ONLINE: YES

COMMANDOS STRIKE FORCE

Top-down strategy game becomes first-person shooter.

The Vietnam war has just about been sucked dry, but with *Call of Duty*, *Brothers in Arms*, a new *Medal of Honor* title and now *Commandos Strike Force*, there's no let-up in first-person shooters squeezing more mileage from World War Two.

From the original *Commandos* games only the Green Beret, sniper and spy have made the journey into first-person shooter territory. As members of the Strike Force



The burnt-out Russian cities look very authentic.

unit, their job is to go behind enemy lines through a series of linked missions that take them to France, Russia and Norway.

These missions include destroying a Nazi ship, freeing French Resistance prisoners and kidnapping a general; all of which require you to combine the skills of your three men. The large maps are open enough to complete objectives in different ways, while some of the sneakier weapons include knives for silent kills and time-delayed bombs to create diversions. There are also a handful of online multiplayer modes, which are being kept secret for now.

We're promised a game that retains the tactical approach of the previous *Commandos* games combined with the intense action of a first-person shooter. There are plenty of similarly-styled games in the works though, so it's got its work cut out to make us really sit up and take notice.



NEED TO KNOW

■ Of the three strategy games, only *Commandos 2* was released on PS2.

■ *Commandos 2* had a dog as a playable character. What were they thinking?

■ Deathmatch, capture the flag and a co-op mode are certs for multiplayer.



The broken room at the top is ideal for the sniper.



Silent kills are crucial when playing as the spy.



The Nazis have their own sniping positions.



It'll take meticulous planning to get in unseen.



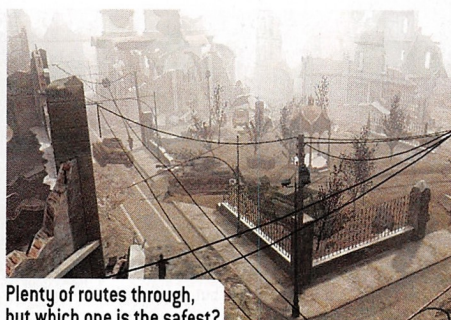
Shoot outs take place in tunnels beneath the city.



It'll take both the spy and the Green Beret to destroy tanks.



Take out the guards before assassinating the top brass.



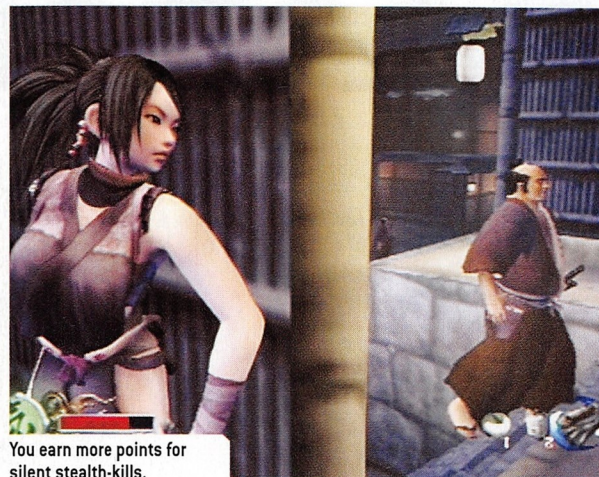
Plenty of routes through, but which one is the safest?



It's difficult trying to escape through all that rubble.

SCREENTEST

The kill animations feature plenty of the red stuff.



You earn more points for silent stealth-kills.



It's vital that you hide bodies to remain undetected.

PUBLISHER: SEGA DEVELOPER: K2 / FROM SOFTWARE OUT: FEBRUARY PLAYERS: 1 ONLINE: NO

TENCHU: FATAL SHADOWS

The ninjette is back. Cover your throats.

Ninjas are cool. Fact. And there aren't many cooler than the female warriors that star in this, the fourth *Tenchu* game. Ayame is back and joined by Rin, a survivor from a village massacre who's out to, quite literally, claim the heads of those responsible. With Ayame's dual swords decapitating and slitting throats, the no-nonsense Rin relies on her bare hands – she's that hard.

In addition, you can now link two stealth kills together and perform advanced kills by pressing the attack button at exact moments in an animation. Stealth kills earn you scrolls that are used to buy more powerful skills. Hiding bodies and the ability to swim make a welcome return from *Tenchu 2*, while wind reeds can be used to move around underwater for as long as you like.

Fatal Shadows blends the best bits from its predecessors and stirs in a few intriguing features of its own. We'll have that first and then *Red Ninja: End of Honor* for dessert please.

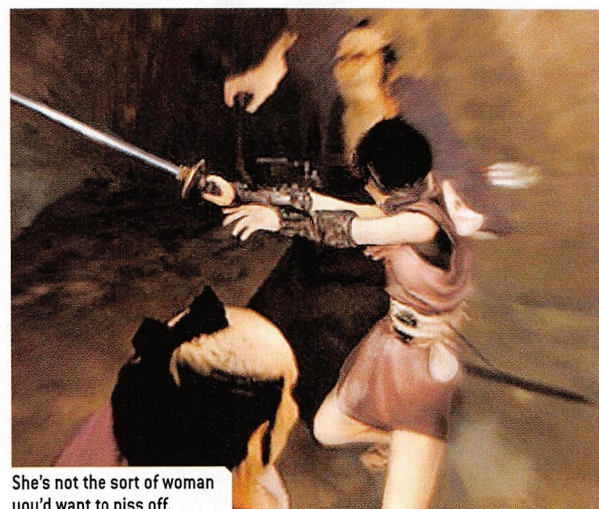


NEED TO KNOW

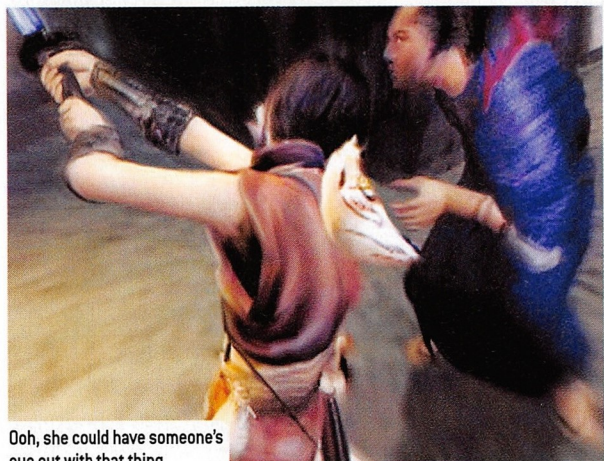
■ In total there are 18 levels to complete and two possible endings.

■ The first recorded ninjas in 645 A.D. were priests trained in the art of stealth.

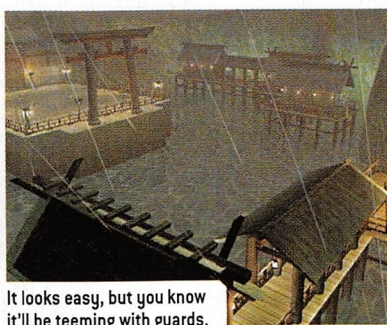
■ *Tenchu* out-steals even the stealthy Sam Fisher. It's that stealthy.



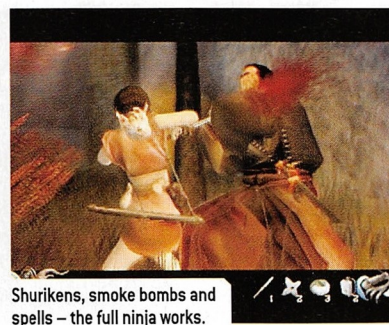
She's not the sort of woman you'd want to piss off.



Ooh, she could have someone's eye out with that thing.



It looks easy, but you know it'll be teeming with guards.

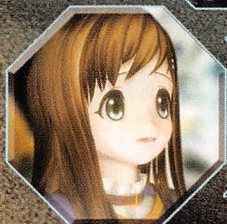


Shurikens, smoke bombs and spells – the full ninja works.

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And that's the end of his reign of terrible evil doing.



Enemies won't just stand about waiting to get shot.



This corridor offers you so many tactical possibilities.



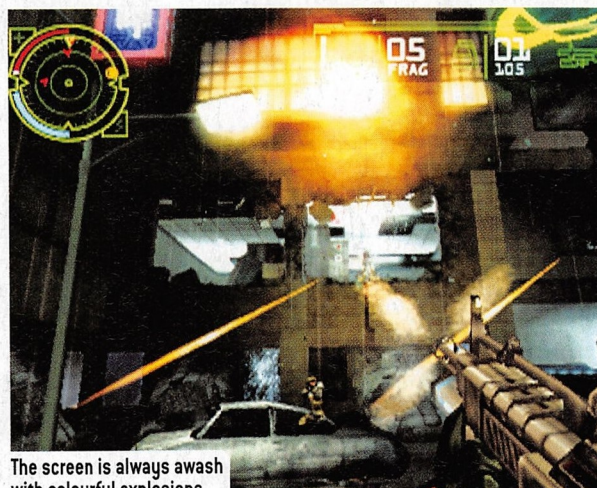
Luckily, you can shoot him through the floor grill.



The neon signs adorning the streets are really impressive.



The muzzle flash can be almost blindingly bright.



The screen is always awash with colourful explosions.

PUBLISHER: EIDOS DEVELOPER: CRYSTAL DYNAMICS OUT: JANUARY PLAYERS: 1-16 ONLINE: YES

PROJECT: SNOWBLIND

It's big, it's beautiful and it's hard-as-nails.

This is shaping up to be a hugely impressive game. The graphics are utterly beautiful, with complex architecture, stunning effects and well-drawn, superbly-animated enemies. And from what we've seen and played, it's also set to be extremely hard.

The range of weapons on offer is hugely impressive too, with a large number of unusual devices, including the kicker – a kind of physics gun, used to throw crates around; the flachette rifle – which fires bouncing energy balls; the icepick – an all-in-one hacking device; and the explosive tazer – used not just to hack security networks, but also to take control of enemy bots and turn them against their masters. These weapons also boast a secondary fire function, giving the player a massive amount of options at any stage of the game. You'll need them too – *Project: Snowblind* is mighty tough. The enemies are as well tooled-up and armoured as you are and attack in great numbers using intelligent tactics. You'll need to be calm under fire if you want to win the battle, never mind the war.

Project: Snowblind looks stunning. It's gorgeous, it's intelligent and it's always presenting new tools and new ways of solving the problems it throws at you. Keep your eyes on this one; it could be very big news indeed when it's released early in 2005.



NEED TO KNOW

■ The men behind *Snowblind* were also responsible for the *Gex* games. Oops.

■ The same studio has also been asked to jump-start the *Tomb Raider* series.

■ *Snowblind* means electrical shutdown caused by a electromagnetic pulse. Fact!

WHY IS SNOWBLIND SO AMAZING?

A handy, wipe-clean guide to the main reasons why *Project: Snowblind* will be so AMAZINGLY AMAZING.

VEHICLES!

You take control of all manner of tanks and transports. Besides blowing things up, you can use them to rescue comrades with. **HOW AMAZING?** Surprisingly mega-amazing.



ENEMIES!

They attack quickly, in great numbers, and they're clever too. They can even react to your strategy with one of their own. **HOW AMAZING?** One of the most amazing things ever.



WEAPONS!

There are more weapons in *Snowblind* than there are in every other game ever made, and they all come with secondary fire. That's massive firepower for you! **HOW AMAZING?** Really amazing.



BIO MODS!

Seeing as you're a super-soldier from the future, it's only fitting that you can see in the dark and turn yourself invisible. **HOW AMAZING?** It's gone way beyond amazing.



PHYSICS!

The game world is alive, alive to the sound of physics. Make big explosions and watch in awe as everything is thrown in the air – just as it should be. **HOW AMAZING?** Impossibly so.



The environments are so architecturally complex.



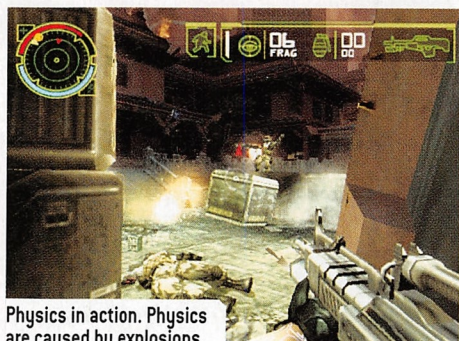
Getting up close and personal with the security.



This kind of close up gun battle is seriously unwise.



These gun emplacements need taking out quickly.



Physics in action. Physics are caused by explosions.



The sniper rifle in all its assassin glory. Beautiful.



Taking a shotgun to some enemies in the dark sewers.

PREVIEWS

The complete lowdown on the games we're playing right now.

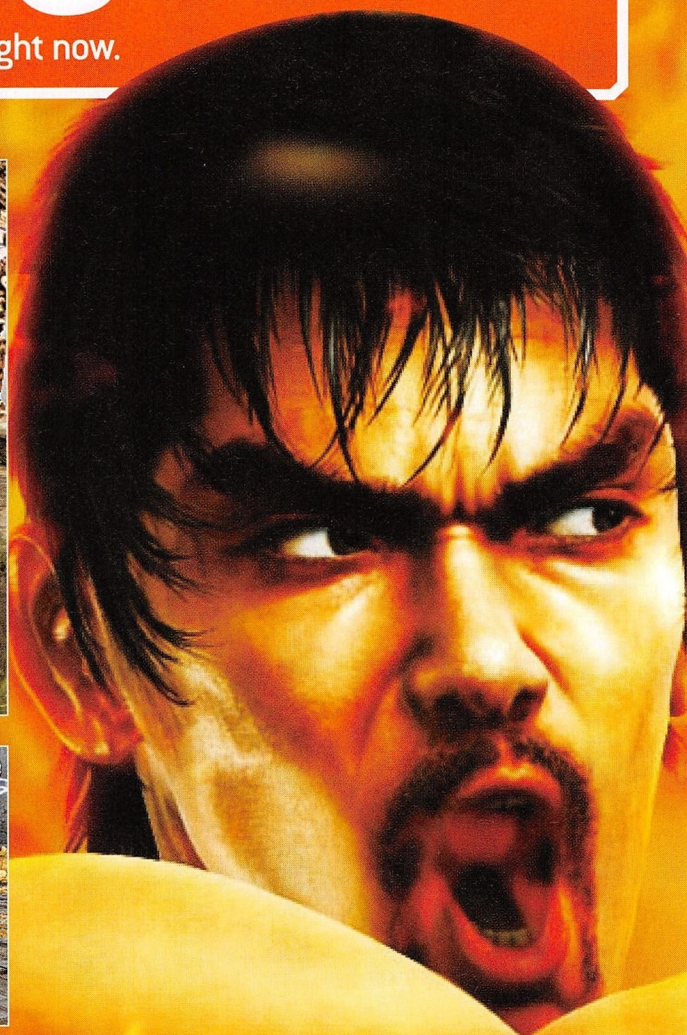
Ooh, it looks like some kind of dancing. Arousing? No.



Bryan suffers one fancy stance oddness from Lei.



Hwoorang attempting to kick Jin's legs off his body



TEKKEN 5

The classic fighting series returns for one more shot at the title...

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: NAMCO
OUT: 2005
PLAYERS: 1-2
ONLINE: NO

"Heihachi Mishimawins!" How many times have we heard those immortal words? The answer is none; we play as Paul Phoenix and we never, ever lose. Now it seems we'll never hear those words again. Why? Because Heihachi Mishima is dead.

Tekken 5 is the latest in the decade-old fighting series and, naturally enough, is promising all manner of amazing new features. The first and foremost of these is the ability to customise the look of the characters. Colours, accessories and

ranks can all be won and used to individualise the look and feel of your chosen pugilist. This makes a huge difference to the enjoyment of *Virtua Fighter 4: Evolution*, so we expect it to prove very popular and successful in this new *Tekken* title too.

KANGAROO BOXER

There are 18 characters currently confirmed, but we'd be surprised if this was the full roster. It's not a *Tekken* game without a few comedy animals and

perhaps a dinosaur or two, and no supreme bad guy has been announced as yet, so we're expecting to see quite a few extra characters appear as the game nears its release.

The fighting system has been adapted in response to criticisms of the last game. It's now faster, the combo system has been toned down and some of the more stupidly over-powered moves removed. It'll be far harder to abuse the system for cheap kills now. There are also three new gameplay basics to get to grips with: →



TEKKEN 5 FACT!

AGE CONCERN

The *Tekken* series is now 10 years old. Does that qualify it for a free bus pass?

HISTORY

The original *Tekken* arcade machine was designed using original PlayStation hardware.

NUMBER CRUNCHER

Despite being called *Tekken 5*, this is actually the sixth game in the series thanks to *Tekken Tag*.

CARDIOLOGY

The arcade *Tekken 5* will use cards to store customisation details for the first time.



There's a seriously nasty juggle on the way here.



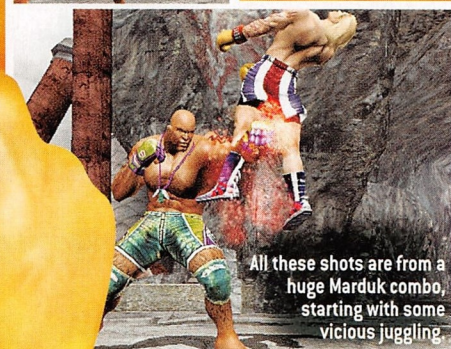
Steve Fox landing a cracking hook on Nina.



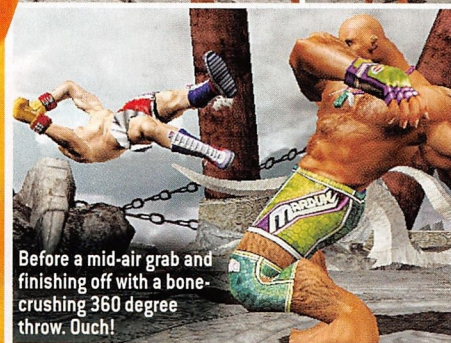
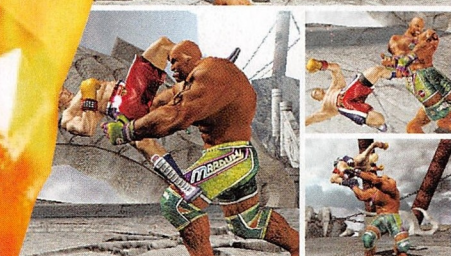
Nina trying desperately to beat back huge Marduk.

Aln't nothin' but a G-thang baby. Yeah!

This could be love or it could be war. We dunno.



All these shots are from a huge Marduk combo, starting with some vicious juggling.



Before a mid-air grab and finishing off with a bone-crushing 360 degree throw. Ouch!



ASUKA KAZAMA

17 year-old Japanese relative of the mighty Jin Kazama, Asuka is new to the series.



BRYAN FURY

First introduced in *Tekken 3*, Bryan Fury is an undead super-cop and very evil.



CHRISTIE MONTEIRO

Capoeira expert and Beyonce-a-like, Christie is the beginner's friend.



CRAIG MARDUK

My word would you look at that? The big man from *Tekken 4*, Craig hits very hard.



FANG WEI

New for *Tekken 5*, this monk uses fearsome shaolin styles to mash up his enemies.



HWOORANG

Tekken 3 refugee Hwoorang keeps his effete but powerful high kicking style.

PREVIEWS



Christie's about to get herself a serious beating.



The dude with the sword is surely cheating? Really...



Law defending himself from Paul's insane power.



Law's just showing off here. So very Bruce Lee.

the long throw, crouch status and jump status. Long throws are slower than their regular equivalent but allow players to close on your opponent quickly. Crouch status means that during certain moves your character will be considered ducking, and thus invulnerable to high attacks. Jump status is the opposite – moves that make your character invulnerable to low and special middling attacks.

BLOOD MONEY

There's also a real jump in graphical quality that pushes it far beyond previous versions. You can't really appreciate the difference until you see it moving (check this month's DVD); the animation is more

fluid and life-like, with characters reacting to hits in far more believable ways.

Overall, the game feels more elegant and smoother, as well as much faster; a good thing for those who found Tekken 4 to be slowed down a little too much. The



Scenes of near unbearable animal cruelty. Sickening.



JACK - 5

Russian fighting robot with rocket boots and massive arms. Very strong.

JULIA CHANG

Wants to rescue the rainforests/her mother, through the medium of fighting.

JIN KAZAMA

The good-looking one. Probably the best character in the game. Cheap.

KAZUYA MISHIMA

Supreme evil bastard and wielder of the GodFist, he's a tough man to beat.

KING

Wrestling bastard King is known for his fearsome multi-part throws.

LEE CHAOLAN

Intermittent star Lee has a strong kicking game. Bit dull though, sadly.

LEI WULONG

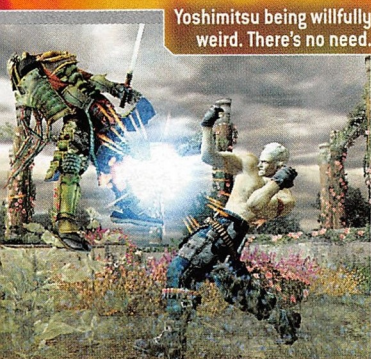
Jackie Chan in a shoddy disguise, Lei has many crazy stances to utilise.



4.1 Nina giving the Fox a hard time. Love those shorts.



We really wish we could get beyond fart jokes.



Yoshimitsu being willfully weird. There's no need.



A classic battle endlessly retold. Paul wins naturally.

range of characters is broad and attractive and can only get bigger. The new customisation options are sure to add greatly to the game's long-term appeal as you'll be fighting with your own character.

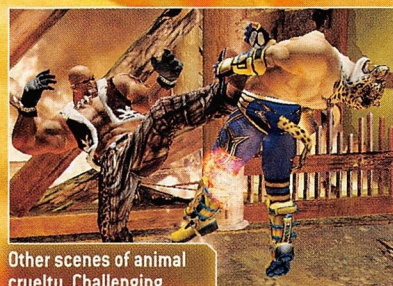
There's little doubt that this will be an

attractive, polished and well-balanced game, but the bar for fighting games is so high, it'll have to be nigh on perfect to make a significant impact. Tekken fans will be more than satisfied, but it remains to be seen whether Tekken 5 can claim a place at the head of the fighting table.

/ MARK SORRELL

PSW OPINION

PS2 is home to the best fighting games in the world, so Tekken 5 is sure to have a tough fight on its hands. That said, it's sure to make a good, er, fist of it. Sorry.



Other scenes of animal cruelty. Challenging.

WHAT NOT TO WEAR

The disembodied heads of two TV fashion gurus explain customisation.



LING XIAOYU

It's a schoolgirl! Vital for every fighting game, expect lots of knicker flashes.

MARSHALL LAW

Look, Bruce Lee only different. Lots of style and pace from the mini-ninja.

NINA WILLIAMS

Now famous enough to star in her own game. All about the kicks.

PAUL PHOENIX

Our personal favourite, a very punishing player. Shit hair though.

RAVEN

Wesley Snipes? Is that you? Our new ninja packs some very agile moves.

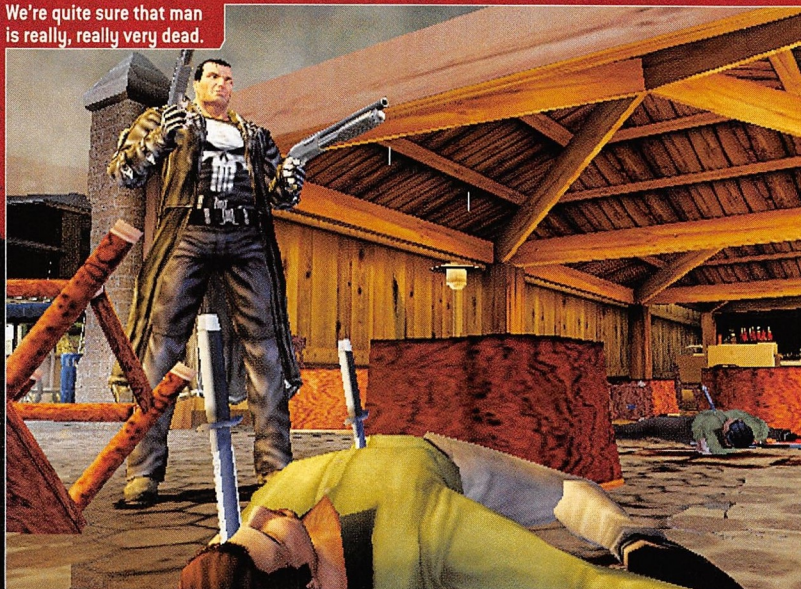
STEVE FOX

The fast and strong boxer from Tekken 4 returns. Great pressure player.

YOSHIMITSU

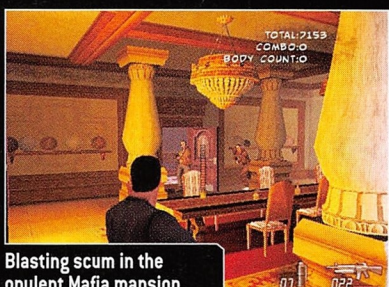
The series stalwart returns with an evil new look. It's all about the suicide.

We're quite sure that man is really, really very dead.



That's Black Widow. She's not very nice. In a good way.

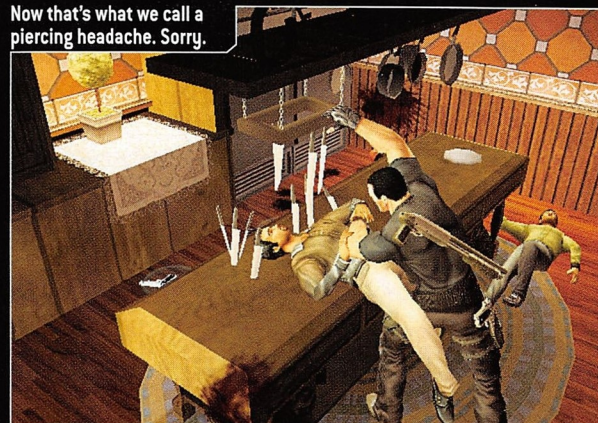
Now that's what we call a piercing headache. Sorry.



Blasting scum in the opulent Mafia mansion.



A prison riot? It's like a holiday for *The Punisher*.



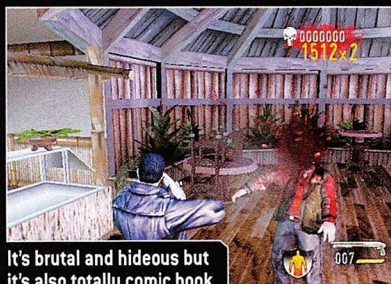
THE PUNISHER

Could this be the most violent game ever made? Quite possibly.

GAME DETAILS

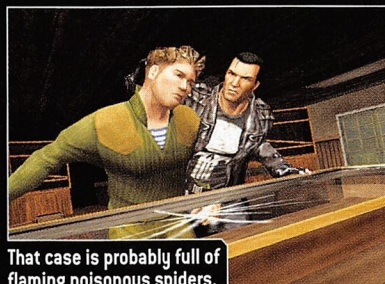
PUBLISHER: THQ
DEVELOPER: VOLITION
OUT: FEBRUARY
PLAYERS: 1
ONLINE: NO

The Punisher is a very angry and supremely violent man. After his family was slaughtered by mobsters, he swore to take revenge on all evil-doers by appointing himself the ultimate vigilante – judge, jury and executioner. For the purposes of this game, you can forget about the dull judging and jurying, and get straight to the fun part: the executing.



It's brutal and hideous but it's also totally comic book.

And there's plenty of it in *The Punisher*. We've calculated that you murder someone approximately once every 1.8 seconds while playing *The Punisher*. Now you can easily top that in other mindless shoot 'em ups, but here you get up close and personal with your kills. It's not just indiscriminately shooting people from distance, you can capture and torture



That case is probably full of flaming poisonous spiders.

every enemy in the game as you beat, choke, burn, grind and snap your way through the various levels.

HOME IMPROVEMENT

The first thing you'll notice on your vigilante quest is the front end, which is clever and attractive, based on his apartment. There's a map on the wall which functions as a level select, a gun-case that shows what weapons are available for the next mission and an evidence corkboard that tracks unlocked secret stuff. It's functional and pretty. Well, we say pretty, but we actually mean grim, grimy and slightly horrible.

The ability to pick your choice of weapons for each level is most welcome, although you can only carry two at a time. Different weapons will make progress



THE PUNISHER FACT!

THIRTY SOMETHING
The Punisher character is now thirty years old, having originated as an enemy of Spider-Man.

FRIENDS
The game will feature cameos from Nick Fury, Iron Man, Black Widow and Daredevil among others.

VANTASTIC
The Punisher discards superhero wheels for his own Combat Van. Basically a van with lots of guns.

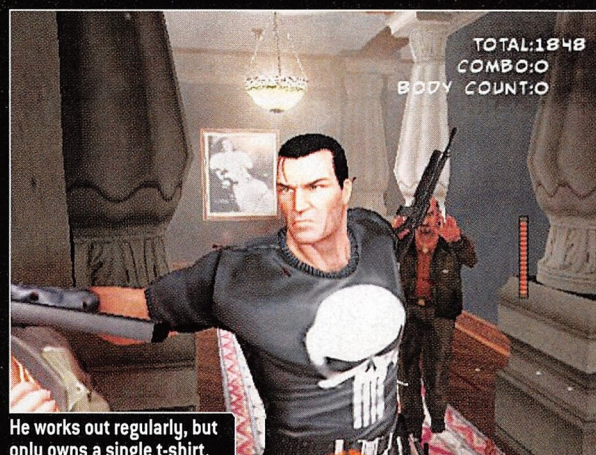
WHY THE LONG FACE?
Jigsaw is *The Punisher's* main enemy, who once threw him face-first through a window.



through the levels a varied experience, with some levels favouring the up-close domination of the shotgun, and others the long distance precision of rifles. Still, the levels have been designed so that there's usually a way for everyone to make it through, meaning that you're unlikely to be forced into a particular play style.

Well, that's not wholly true. You'll be pretty much forced to be violent – very, very violent indeed. Although you're given the option to release the pleading, begging victim from whatever hideous torture you're inflicting on him, you'll find that if you do, they'll just run to the next available gun and shoot you, meaning that you have no real gameplay choice other than shooting everyone, with the exception of people you drown in toilets or smash to death on the floor.

Mind you, that kind of moral choice is unlikely to bother most, especially when in-game killing is so varied and inventive. There are over a hundred ways of topping folks, with personal favourites including forced Rhino goring, a wall-



He works out regularly, but only owns a single t-shirt.



You can't doubt the man's dedication to brutal killing.



The gore never ever stops, not even for a moment.

WHO IS THE PUNISHER?

A breakdown of our one man justice-machine.

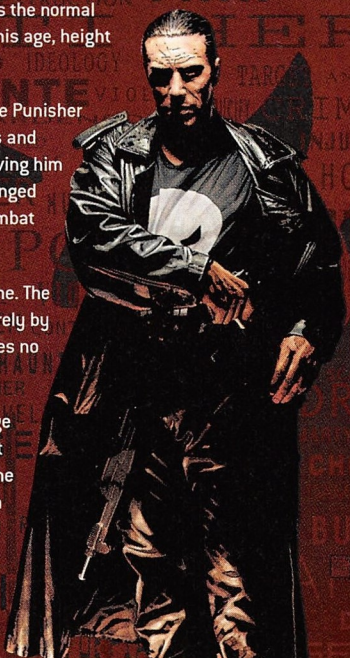
REAL NAME: Frank Castiglione,
AKA Frank Castle

STRENGTH: Possesses the normal strength of a man of his age, height and build.

COMBAT TRAINING: The Punisher trained in the Marines and served in Vietnam, giving him a full knowledge of ranged and hand-to-hand combat techniques.

SPECIAL POWERS: None. The Punisher is driven purely by revenge and possesses no special powers.

WEAPONS: Uses a huge range of weapons, but commonly relies on the Browning Llama 9mm semi automatic pistol and a M16 0.223 caliber Vietnam-era rifle. Old but very effective.

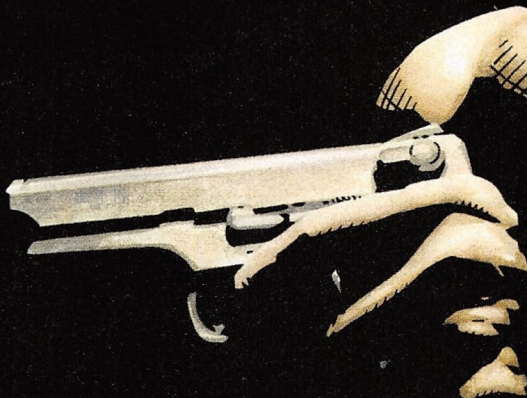


mounted man trap, an industrial shrink-wrapping machine and forcing some unfortunate's head into a deep fat fryer. All hideous ways to kill – and the full analogue control you have over the deaths really make it feel like it's you doing the killing. It's not pointless violence either, holding the analogue stick in a small zone for long enough "breaks" your victim, providing you with information or co-operation, letting you progress through the game. It's a violent game, sometimes disgustingly so, but with a kind of dark gallows humour. Dunking a man's head into boiling oil and pulling it out again with only a skull remaining is darkly gratifying, sickly amusing – and considering the fact this is a comic book licence, it's also totally appropriate.

BUDDA! BUDDA! BUDDA!

Thankfully, the core gameplay is simple but chunky and rewarding. Shooting people is quick, easy and plentiful. There's little in the way of tactical thought, but you do have the choice between wielding a second weapon or a grenade with your left hand, although these weapons cannot be mixed and matched.

You won't be alone for the length of the game; you can expect to see comic book regulars Nick Fury, Black Widow and Iron Man putting themselves about. They don't just tag along uselessly either, but interact



with your character as you progress. Throw an enemy into the air, your ally will shoot them out of the sky, clay pigeon style.

This is looking like good wholesome fun, except without the wholesome part. Our only concern at this point is whether there's much of a game behind the over-the-top kills. Does *The Punisher* have the depth to hold your interest beyond the first couple of hours gameplay? We'll find out very soon.

/ MARK SORRELL

PSW

OPINION

This is brutal, simple fun. You shoot bad guys, you torture bad guys, you repeat as necessary. This is a great comic book conversion and a great pick up and play blaster.



TIM &
BRAD
STREET
2001

She's going to smash him into bits. She's mental, see?



Ooh look, that's quite scary. And next to him, a bear!



Bullet proof vest? Human shields do a better job.



There's really no need for all this. Except that it's fun.



Judge, jury and in this case, the executioner too.



One of those times when you need a smaller gun.

SICK-O-METER

See the depths The Punisher will sink to. Smashing a man's lungs out through his mouth will soon seem like a friendly greeting!



FACE FIRST: Here we see our hero smashing a man's brain out through his nose, just for looking like he might consider littering. Maybe.

SHOCK-O-METER: 🦴 🦴



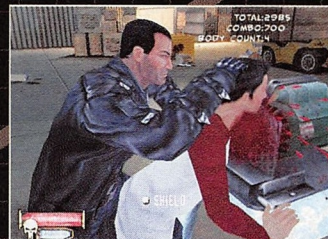
BALLS UP: Frank viciously popping a man's testicles with a huge iron door. This is what you get for wearing dirty shoes in the house.

SHOCK-O-METER: 🦴 🦴 🦴



GOT A LIGHT?: The sweet smell of eyeballs exploding with a blowtorch to the face. The crime? Blue hair. Very suspicious, probably criminal.

SHOCK-O-METER: 🦴 🦴 🦴 🦴



DEEP CLEANSING: Taking a bad man's face off with an angle grinder. He should have washed the soup out of his moustache after lunch.

SHOCK-O-METER: 🦴 🦴 🦴 🦴 🦴

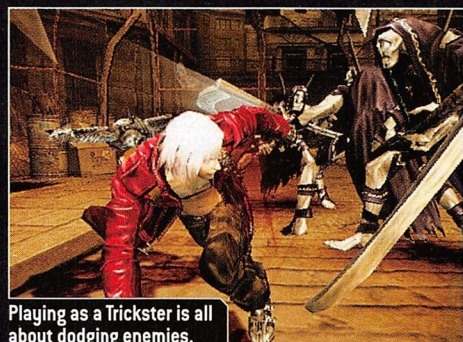
Wild Stomp lets you shoot a downed enemy.



Move his left hand round a bit and it's a perfect shot.



Stay in the air longer by using any of the weapons.



Playing as a Trickster is all about dodging enemies.

The gun auto-targets, so it does ignore some enemies.



If you like what you see slip her a few dollars.



DEVIL MAY CRY 3

The monster-masher puts his demons behind him – namely *Devil May Cry 2*.

GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: MARCH
PLAYERS: 1
ONLINE: NO

Dante doesn't do things by half. To slay demons he plays a game of mid-air pool, cueing the balls into their faces; to get from one side of a room to the other through a crowd of enemies he leaps onto a body and surfs across; he whacks a jukebox so that his killing spree is soundtracked by heavy rock; even the simple task of answering the phone sees him slam his fist onto the table so the receiver jumps into his hand.

All these and more are found in just one of *Devil May Cry 3*'s absurdly brilliant cut-

scenes. The best thing about them is that you can perform exactly the same tricksy moves in the game itself.

This is a game that oozes style and cool no matter which of the four fighting styles (short-range Swordmaster, long-range Gunslinger, defensive Royal Guard, evasive Trickster) you pick. The more often you choose one over the others, the better chance you have of levelling up to unleash its special attack abilities, but there's no penalty for mixing it up either. You can swap styles either before each mission

begins or at special statues located within the game, which is also where new weapons and abilities are bought using the red orbs that dead enemies leave behind.

DON'T BE A DOPE

The slick combo system lets you swap between up to four weapons, while a series of seven meters – Dope, Crazy, Blast, Alright, Sweet, Showtime, Stylish – are progressively filled, based →



DEVIL MAY CRY 3 FACT!

NEW CAREER

The game is a prequel to the original and starts with Dante about to open his investigative agency.

BROTHERLY LOVE

Virgil is Dante's twin brother and the chief villain in the game. He never uses guns, only a sword.

GIVE US A TWIRL

Once you find the shotgun, Dante can hold down the trigger and spin it around his body like nunchuka.

EASY RIDER

In one cut-scene Dante uses his motorbike as a weapon by swinging it around.

Pity the squares don't light up as you walk.



The Stinger knocks foes from their feet.

Enemies spawn in from just about anywhere.



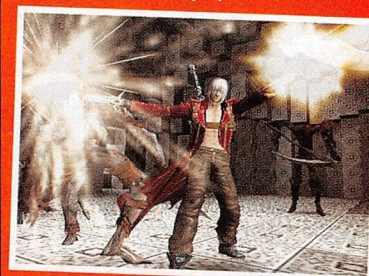
DANTE'S PEAK

Our hero's back on form.



PROP SHREDDER

Dante spins his sword in front of him, stunning anyone who crosses its path. Only the Swordmaster can perform it mind, and it's not as useful as a proper sword combo.



TWO-SOME TIME

One of the Gunslinger's special moves lets you fire one gun straight ahead while you control the direction of the other using the right analogue stick. Handy when surrounded.



FREE RIDE

Hop onto a downed enemy and surf around wherever you want. While you're on board you can either shoot or use the time to charge up a sword attack.



RAIN STORM

Another Gunslinger move. Here Dante moves into a dive position while in mid-air, allowing him to get a clear shot at any enemies below as gravity takes its course.

Kick-jump off a wall or an enemy to get even higher.



Use charged attacks to inflict maximum damage.



Lift enemies into the air by performing a High Rise.



Watch out for the huge exploding projectile head.



Now might be the time to throw the shotgun around.



He'll grab his trademark red leather jacket next.



NO QUICK FIX

Why *Devil May Cry 3* won't let us down.

DEVIL MAY CRY 2 What was wrong?

Lifeless environments were too big.



Many moves didn't affect your style rating.



Samey second playable character.



Dante was devoid of personality.



Rubbish Goth-rock soundtrack.



DEVIL MAY CRY 3 Have they sorted it?

Tight areas force you to fight.



Repeating moves gets you nowhere.



All the focus is firmly on Dante.



Wisecracking and slightly camp. Yay!



Nope, it'll make your ears bleed.

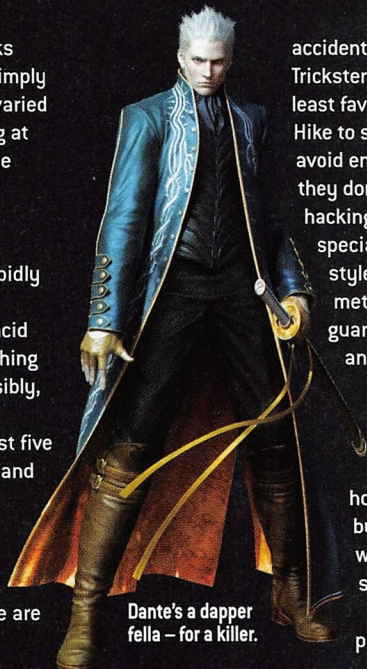


→ on how long you combine your attacks without respite and whether you're simply repeating the same move. The more varied your attacks and the better the rating at the moment of killing each enemy, the more orbs you receive. Simple.

NO PAIN, NO GAIN

Try raising one hand in the air and rapidly clench and unclench your fist for 30 seconds. Feel that build up of lactic acid that's making your arm hurt? It's nothing compared to the pain and, quite possibly, lasting damage that *Devil May Cry 3* inflicts on your poor thumbs. After just five minutes of combining Dante's sword and gun attacks, your thumbs will be aching to buggery.

There are so many moves and combos that, quite frankly, we haven't discovered them all and there are some others we simply found by



Dante's a dapper fella – for a killer.

accident. It's worth pointing out that the Trickster combat style is sure to be the least favourite of the four. Using the Wall Hike to scamper up walls and Dash to avoid enemies certainly look cool, but they don't get you very far in terms of hacking enemies. Without any offensive special moves available for this fighting style it's difficult to keep the combo meters above the Dope rating. We guarantee you'll stick with Gunslinger and Swordmaster.

That's our only minor gripe so far, because otherwise the four styles play very differently.

That's no mean feat considering how they all require the same button-bashing technique, which wrongly implies that they're in some way repetitive.

We'd also like to see more of the plot too. The story about Dante's

twin brother Virgil being seduced by the dark side and becoming his nemesis is still a bit sketchy at the moment, and it's the sort of narrative that'll either degenerate into horrendous cliché or provide room for plenty of character development. If all you're interested in is looking cool while slaying demons then you're probably not bothered either way.

All in all though, and especially after the let-down that was *Devil May Cry 2*, Dante is definitely back on track.

/ JONATHAN TODD

PSW OPINION

All the things that were good about the first game are back, and all the things that went wrong with the second game have been put right. Dante is back to his best with new moves and combos.



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SPLINTER CELL CHAOS THEORY

Knives, shotguns, electrocutions... has Sam finally flipped?

There's something about the *Splinter Cell* series that's got us hooked. It's partly the sense that you're really there, thanks in no small part to the photo-realistic graphics. But it's also the inescapable tension, the frisson of being almost seen, along with the sense that you stand on the edge of global events. Then again, maybe it's simply because you get to arse around in the dark and kill people with impossibly fancy gadgets.

So when we received intelligence that the third game, *Splinter Cell Chaos Theory*, was on its way to PS2, we had some questions that needed answering. Will this be the game that perfects the *Splinter Cell* style? What new gadgets will we have to play with? And will it answer the eternal question: what kind of idiot enters a room

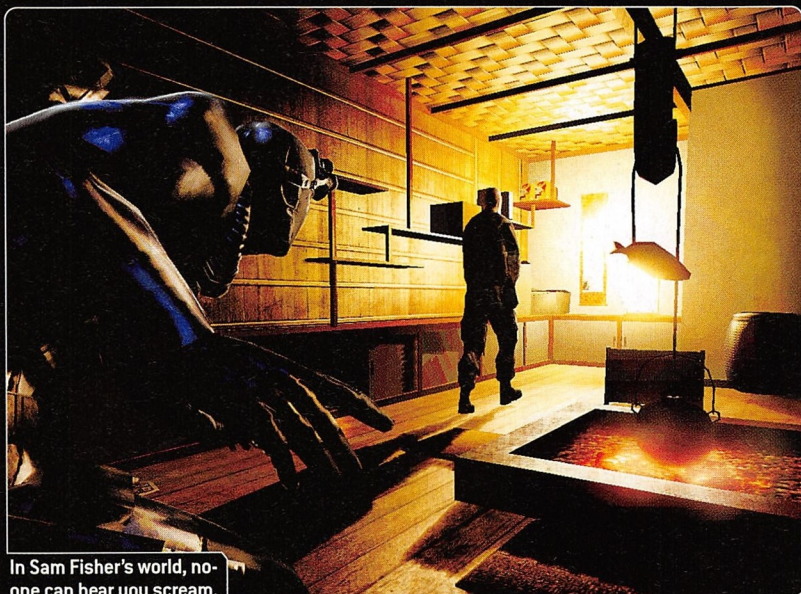
without switching the lights on first anyway? We hunted down *Chaos Theory*'s producer Andre Roy, crept up behind him, held a knife to his neck and asked him very politely to aid us with our enquiries. Fortunately, he was more than willing to explain the game's new features.

ON A MISSION

Crucially, he informed us that the trial-and-error gameplay of the previous games has been greatly refined. There'll be no more nonsense about failing missions simply because you didn't complete tasks in the correct order. Now Sam is free to pursue his goals in a much less linear way. Essentially, as long as the job gets done, it's going to be okay. Adding to the realism, in other words, as well as making

GAME DETAILS

PUBLISHER:	UBISOFT
DEVELOPER:	UBISOFT
OUT:	MARCH
PLAYERS:	1-8
ONLINE:	YES

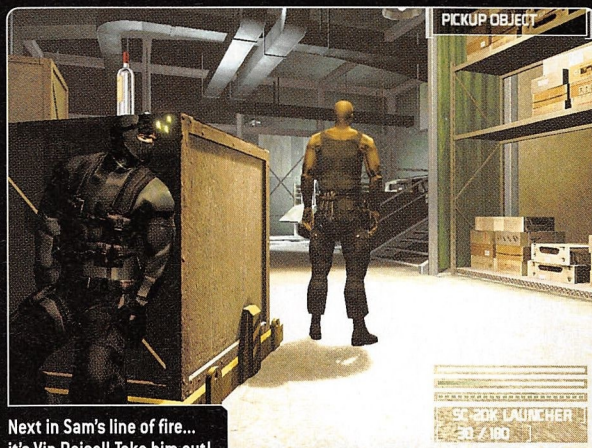


In Sam Fisher's world, no-one can hear you scream.





When they train soldiers to look around, Sam's history.



Next in Sam's line of fire... it's Vin Deisel! Take him out!

CHANGING BOOMS

We'd kill a spaniel to get our hands on a real version of Fisher's modular SC20K weapon – now with added shotgun!



1. Sam's packing a grenade launcher, but it's hardly appropriate for close range combat – time for a rethink.



2. Change weapons? That's for losers! Instead, Mr Fisher simply snaps off the 'grenade' bit of his SC20K...



3. ...and grabs his shotgun attachment instead. Sam makes other heroes look positively archaic.



4. We've no idea how a weapon can be changed by swapping barrels. That's 'technology' for you then.

the whole experience more enjoyable.

"Going into a room full of guards gun-blazing is probably not the best way to stay alive... but you can do it anyway if you wish to" producer Roy explained, before giving us an example of what you could do when sneaking up on a pair of enemies. "They haven't noticed your presence... so you're faced with many choices. You can try shooting at them – but one little mistake and they will alert their friends and work together to force you in to a corner. You could try shooting the sprinklers to create a diversion and use sticky-shockers to electrocute them with the dripping water from the sprinklers. You can approach one of them slowly – grab him and interrogate him to get valuable clues... or just finish him off with a precise knife attack and then go take care of the other – there are lots of possibilities in one very small area!"

That's not to say the game is any easier, though. "One of our main focuses is proximity" says Roy, "You'll need to get

closer to the enemy if you want to succeed." And there was us thinking you had to be pretty close before. So, it's good to know that, in addition to hanging over guards as they patrol below you, you'll also be able to reach down and throttle them with your legs. There's also the ability to get rid of bodies by pushing them off the nearest high-rise ledge, after you've slit their throats with the all-new knife of course. Hard to believe that it's taken until the third game to give Sam a blade, but we're chuffed that they have.

LET'S SPLIT UP

Perhaps most exciting for veterans of the series is the implementation of a proper co-operative mode. You won't be able to get through the single-player game with a split-screen partner, but it's a proper story-based mode all to itself, with missions that are intimately linked to the main plot. The two of you will need to synchronise your actions to succeed – it's not just about teaming up to kill everyone.

"There'll be no more nonsense about failing missions simply because you didn't complete tasks in the correct order."

It's not all hearts and flowers, though, and fans of traditional multiplayer shooters won't be disappointed either. The innovative Multiplayer mode of *Pandora Tomorrow* is set to make a comeback, this time with more modes, maps and features. Expect the core gameplay to remain the same, but with a smoother, more detailed feel. It won't be a straight port from the Xbox game either. It's all specifically PS2-engineered for extra gameplay quality.

GLOBAL PLOTTING

Aside from these gameplay additions, we've also learned about some subtle changes to the new narrative. Sam's character will change depending on how



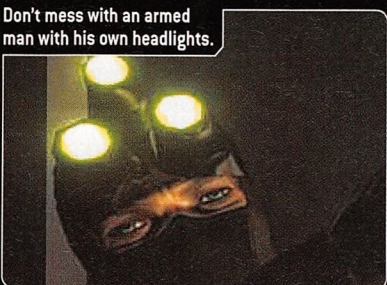
The conveniently-fitted back handle helped Sam to lift him.



Using night vision makes things feel a bit creepy.



Exotic environments, but no actual jungle levels this time.



Don't mess with an armed man with his own headlights.

IT'S SAM VS SNAKE!



SNEAKING

Sure, he's good at keeping out of the enemy's way. And with the new camouflage options in *MGS3*, he's virtually invisible most of the time. **1**

Let's be honest: the man has three great big green lights on his head. Sorry, but that's just a massive oversight right there. **0**

FIGHTING

Traditionally, Snake's been rather girly in hand to hand combat, but in *MGS3* he's got a whole new close quarters fighting style. Have at 'em, boy! **1**

What with the new neck-snapping, knifing and general cut-throatery going on, Fisher's one mean bastard this time, and fully Snake's equal. **1**

LOOKS

SNAKE pioneered the 'trendy mullet' look before anyone else. And grey is the new black. We have to give props to his rough yet stylised look. **1**

Erm, Sam mate, your stubble looks more like a harassed dad's than a hard-ass spy's. You need some Grecian 3000 for those grey hairs too. **0**

GADGETS

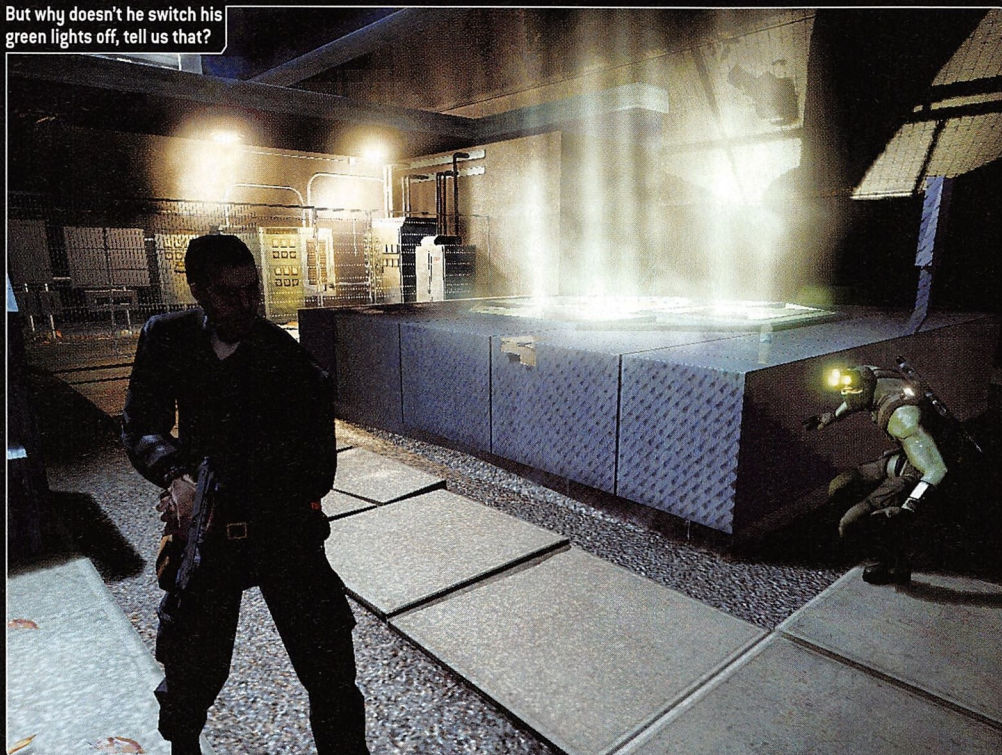
Now that Snake's gone back to the jungle, he's been divested of pretty much all his gadgetry in the name of no holds barred macho survivalism. **0**

SAM's fully laden with realistic gear, including all manner of neat modular weaponry. It's the best the mind of Clancy can come up with. **1**

FINAL SCORE

SNAKE takes it **3-2**. While we'd dearly like to see a composite entity called 'Solid Fish', it seems like Snake is still the winner in this bout, mostly due to a slight advantage in the fashion stakes. But maybe we'll have to adjust these scores when we've seen what Sam can really do this time....

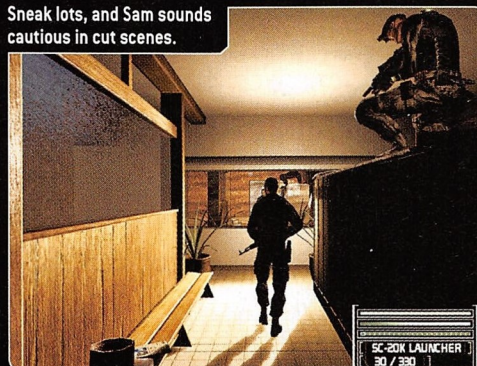
But why doesn't he switch his green lights off, tell us that?



Attention to detail means every room feels authentic.



Sneak lots, and Sam sounds cautious in cut scenes.



you choose to progress through the game. Slit every guard's throat and you'll get a slightly more bloodthirsty Fisher in the cut-scenes; wade in with a gun and you'll find he's sounding much more gung-ho. Keep it stealthy and the Sam you'll see will be a lot more crafty and cautious.

THE METAL GEAR QUESTION

In fact, we were taken aback at the extent of the changes that have been made. The first *Splinter Cell* game arrived on PS2 a year and a half ago. Considering the time Mr Kojima takes to craft each stage of the *Metal Gear Solid* series, aren't the *Splinter Cell* games getting a disturbingly short gestation period? Not according to producer Roy: "The development time is not short" he counters, reminding us that *Splinter Cell Pandora Tomorrow* was actually created by a separate development team. "The team started to work on the game right after the completion of the first *Splinter Cell*. So it all began two years ago.

"Snake would spend so much time talking that Sam would have more than enough time to knock him down!"

Chaos Theory will be released in March next year." Fair enough.

We had one last question before we set Mr Roy free. Perhaps the most sensitive, politically explosive question ever asked. A question that would rock the foundations of the world order. In a hypothetical fist fight between Sam Fisher and Solid Snake, who would win? "Sam Fisher, of course. Snake would have spent so much time talking and spying that Sam would have had more than twice enough time to approach him and knock him down. No offence, we love Snake!" And with that, we adjusted our clinging stealth cossie and ran. Mission accomplished.

/ JOFF BROWN

IT'S A WONDERFUL KNIFE!

Is that a blade in your pocket, Sam, or are you angry to see us?



1. The new knife allows for some amazing combos. Here, Sam takes the dozy guard by complete surprise.



2. Sam swings him round and pulls out his blade, with all the stealth and silence you've come to expect.

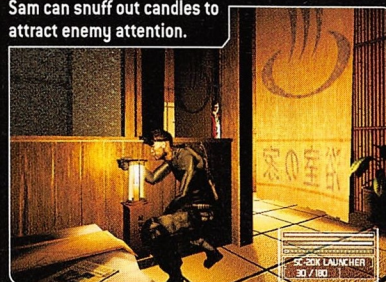


3. And stabs the poor fella in the throat. Mrs Henchman and her children will weep bitter tears.



4. Sam can push enemies over to dispose of bodies. Maybe there's a window nearby to chuck him out of.

Sam can snuff out candles to attract enemy attention.



"Look, I'm not going to admit Blue are better than Keane!"

PSW OPINION

Is this enough to give the already excellent *Splinter Cell* series a new lease of life? Or is it little more than a makeover? Fingers crossed that this'll truly define the stealth series.

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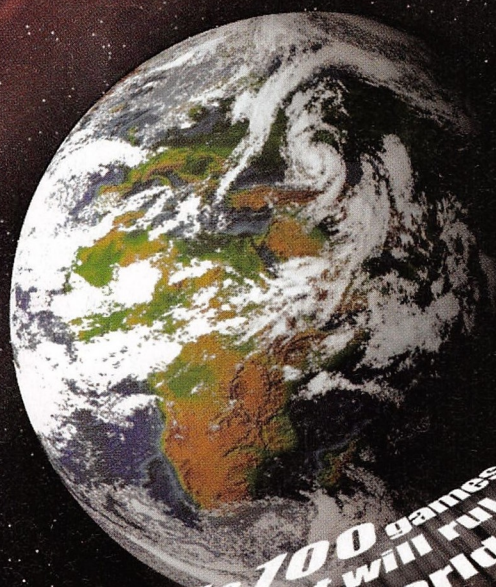


**Cool Fun
For Cool
Kids**

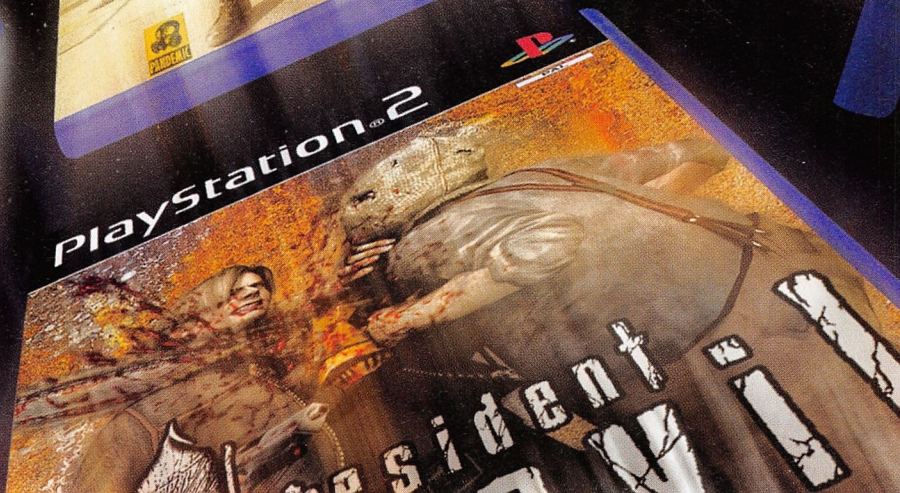
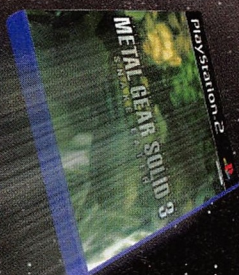
mania



ATTACK OF THE KILLER GAMES!



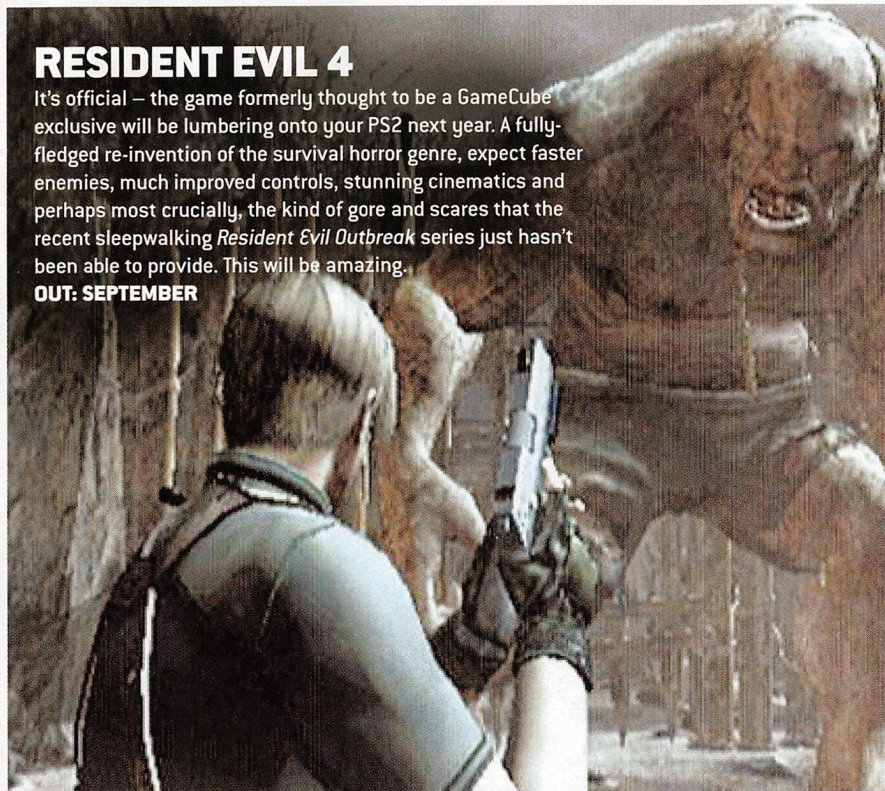
The 100 games
that will rule
your world in 2005



RESIDENT EVIL 4

It's official – the game formerly thought to be a GameCube exclusive will be lumbering onto your PS2 next year. A fully-fledged re-invention of the survival horror genre, expect faster enemies, much improved controls, stunning cinematics and perhaps most crucially, the kind of gore and scares that the recent sleepwalking *Resident Evil Outbreak* series just hasn't been able to provide. This will be amazing.

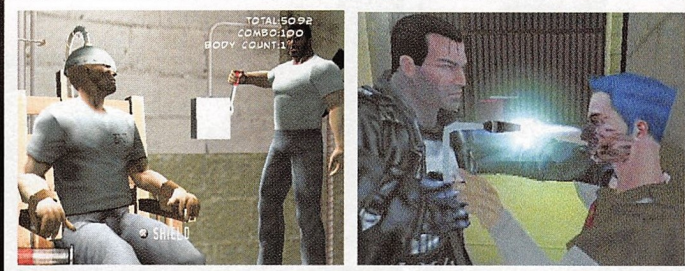
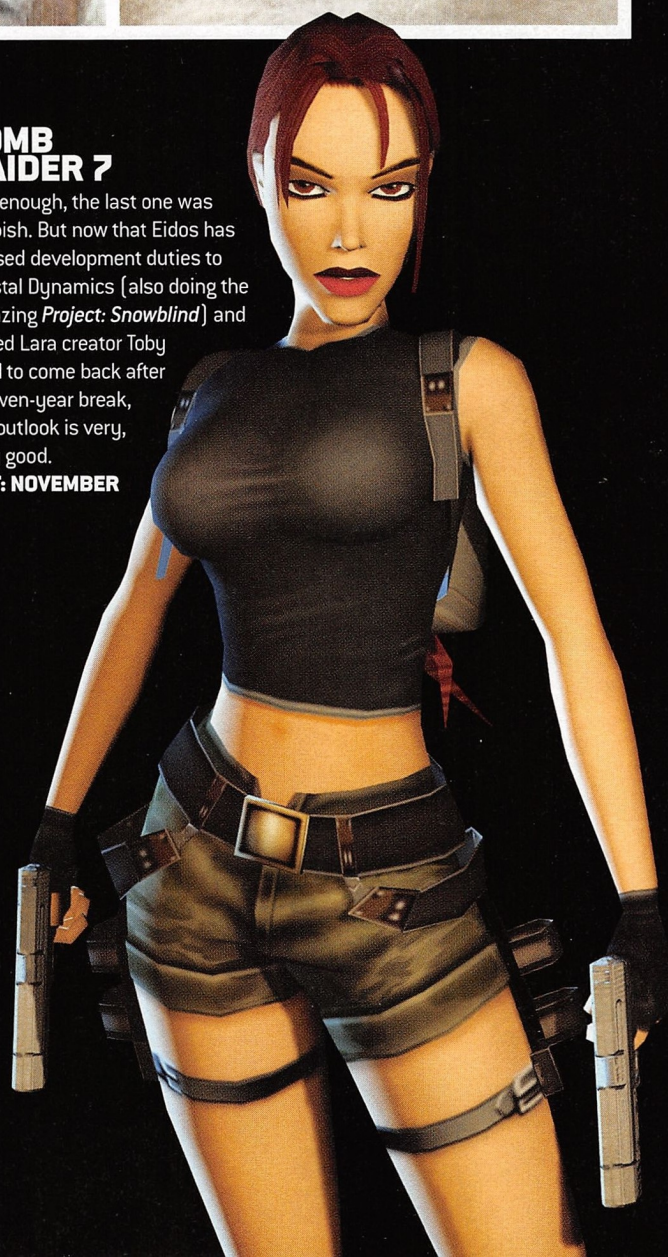
OUT: SEPTEMBER



TOMB RAIDER 7

Fair enough, the last one was rubbish. But now that Eidos has passed development duties to Crystal Dynamics (also doing the amazing *Project: Snowblind*) and asked Lara creator Toby Gard to come back after a seven-year break, the outlook is very, very good.

OUT: NOVEMBER



THE PUNISHER

There's violent, there's sick and violent, there's brutally sick, needlessly cruel and hideously violent and then there's *The Punisher*. Possibly the most warped video game we have ever seen, *The Punisher* will be bringing the dark comic book to life and giving you the chance to perform some truly vile acts upon the criminals in your path. Expect to see an 18 rating on this one.

OUT: FEBRUARY



BURNOUT 4

The sequel to the greatest arcade racing game ever is coming, and it's straining to be even more crash-tacular than the last game. Our gut feeling is that it'll be kind of like how *Burnout 2* was to the original *Burnout*; a refinement of *Burnout 3*'s re-invention rather than another quantum leap in gameplay. As such, you can expect a greater emphasis on online racing and more jaw-dropping crashes to keep even the most disturbed wheel-men among you content. Then again, maybe it'll veer off in a whole new direction and surprise us all totally. Could happen.

OUT: SEPTEMBER



ROGUE TROOPER

From the same comic book pages as *Judge Dredd*, *Rogue Trooper* is a grim stealth adventure set on a post-apocalyptic Earth. Think *Platoon* crossed with *Blade Runner*.

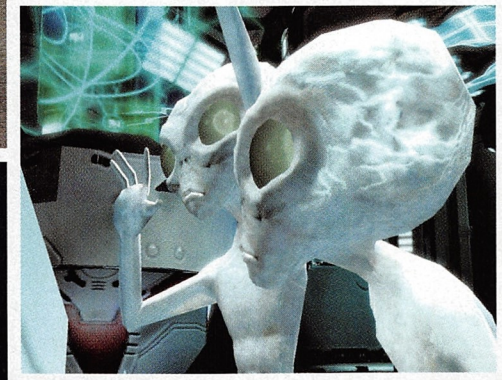
OUT: OCTOBER



BATTLESTATIONS: MIDWAY

Boats, planes and loads of guns make up this toy-town World War II shooter. Control any vehicle from Spitfire to aircraft carrier and constantly switch command between your whole squadron. It's online too, which should be more entertaining than when you used to play with your Millennium Falcon and Action Man collection at bath time (when you were four years old, hopefully). If everything works out, *Battlestations: Midway* should give the real-time strategy genre a much needed kick up the anus.

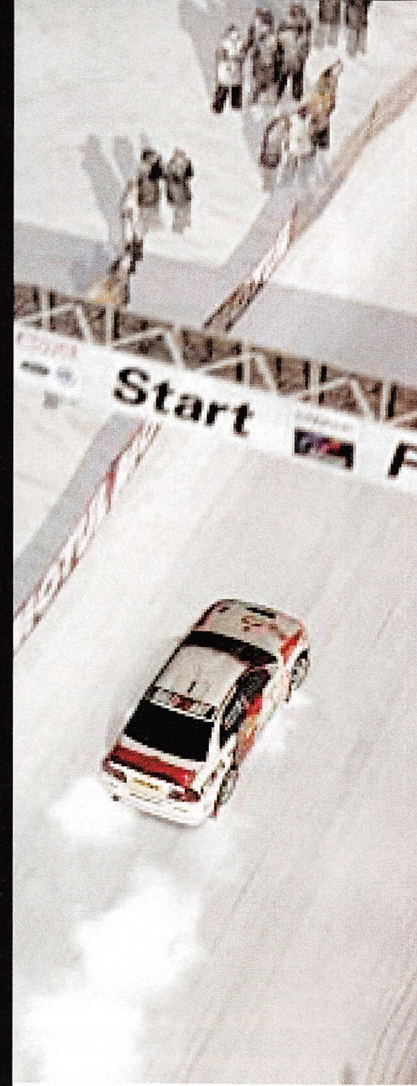
OUT: SEPTEMBER



AREA 51

Area 51 is like *Killzone* in space, colliding with the *X-Files* on a journey to blast *TimeSplitters Future Perfect* into the middle of the next millennium. Lots of guns, lots of Greys, and lots of potential for a balls-out blaster with its own xenophile style. Looks very promising.

OUT: MARCH

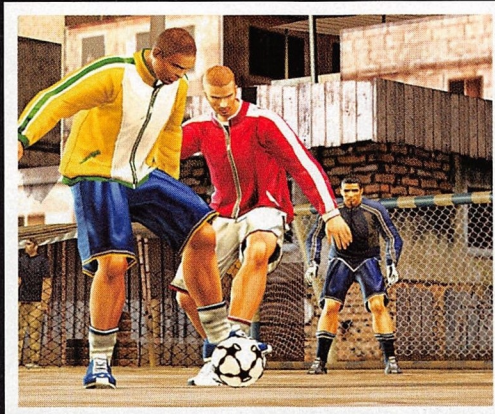


GRAN TURISMO 4

Holy living Jesus. Our love-hate relationship with *GT4* continues with the news of its latest delay. Now, when this sprawling, encyclopedic monster of a driving game finally hits the shelves in the UK, it'll be nearly four years since *Gran Turismo 3: A-Spec* arrived. And even when we do get it, it'll still be without online support, although the rumours persist that a separate online disc will be released later in the year. It'd bloody better, that's all, or we might break faith forever.

OUT: FEBRUARY





FIFA STREET

The trend for the urbanisation of all sporting genres continues apace with *FIFA Street*. Eschewing the glamour of the San Siro for concrete courtyards, expect a complete lack of rules and four-on-four team play.

OUT: MARCH

COLIN MCRAE 6

The next time you see the *Colin McRae* series, expect some radical changes. It looks like the game is going back to the drawing board, possibly to expand on the core rallying concept and add some other driving modes instead of just the same old vanilla rallying – just like Colin himself has been doing of late. It's probably for the best, and needless to say, we'll be first with all the very latest *McRae* news.

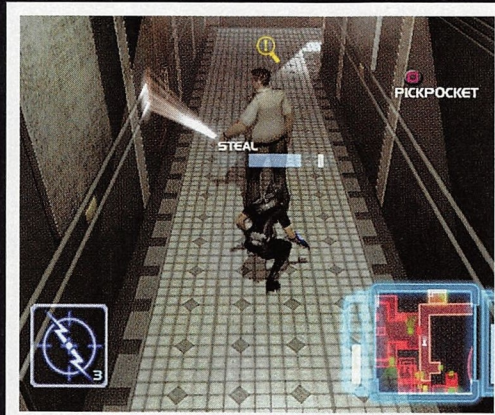
OUT: SEPTEMBER



STOLEN

Featuring a stealthy lady thief who's clearly wife material for *Splinter Cell*'s Sam Fisher, *Stolen* has the added extra of martial arts action and the option of staring at a buxom female nymph. Has genius potential.

OUT: MARCH



MORTAL KOMBAT: SHAOLIN MONKS

What if they made an adventure game in the world of *Mortal Kombat*? Like it or not, that's exactly what they've done. Good or bad idea? The jury's out for now...

OUT: OCTOBER



MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

The first PS2 game to be wholly based around graffiti. Ecko says it's packed "with soul and sincerity – the real voice of our culture". PSW says "bollocks".

OUT: JUNE

AGE INVADERS

The best of the rest of 2005

CHAMPIONSHIP MANAGER 5

The revered PC footy management game gets another PS2 update.

OUT: MARCH

FINAL FANTASY XII

Even God himself doesn't know whether we'll see this by the end of 2005, but he hopes so.

OUT: DECEMBER

PRO EVOLUTION SOCCER 5

Full 22-player online action is promised for PES 5.

OUT: OCTOBER

STARSKY AND HUTCH 2

More shooting and driving in a rambunctious style. Yee-haaww!

OUT: JANUARY

HITMAN: BLOOD MONEY

The emphasis will be on making money, which might mean a more free-form approach than before.

OUT: APRIL

MIAMI VICE

They ruined *Knight Rider*. And now they've ruined this. Nice one.

OUT: JANUARY



EYETOY ANTIGRAV

Surf down a crazy electro-tunnels and the like for the camera thingy.

OUT: FEBRUARY

SCARFACE

What can they possibly hope to add to the legendary film? We fear the worst.

OUT: OCTOBER

THE GODFATHER

Based on the definitive Mafia trilogy. Again, we fear the worst.

OUT: NOVEMBER

SPLINTER CELL: CHAOS THEORY

Co-operative play with online stealthy types finally means *Splinter Cell* has become more than just *Metal Gear Solid* in an office block. Expect to be able to chat with online team-mates as you slink through the military camps, silently strangling the most evil of terrorist henchman.

The enhanced Versus mode should be a winner too. Check out p6 of this very issue for much, much more info.

OUT: MARCH

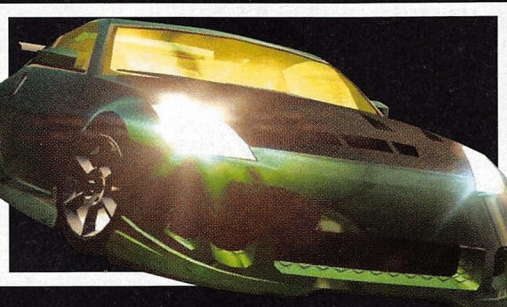


NEED FOR SPEED UNDERGROUND 3

Because money is good, and lots of money is even better, EA is expanding on its top-selling franchise and making the third in the series of mod-popping, grille-grating arcade racers. Let's hope they sort out the, y'know, actual racing this time, instead of just dropping more tweakable elements into the pot. They might have got away with it this year, but the competition is a lot stiffer in 2005.

We're hoping for a big leap in quality next time around.

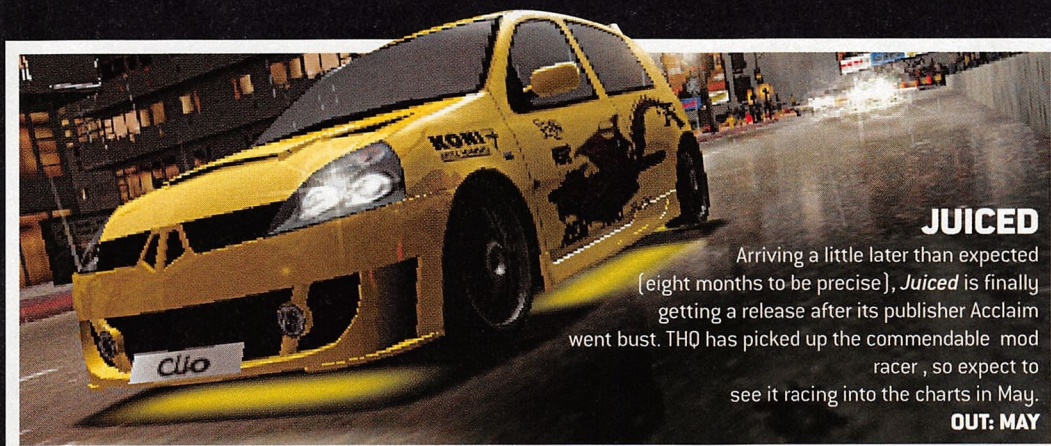
OUT: NOVEMBER



SUPER MONKEY BALL DELUXE

The GameCube classic will be updated and expanded before reaching PS2. The idea of putting a baby monkey inside that ball and constructing mini-games such as Monkey Football is brilliant.

OUT: MARCH



JUICED

Arriving a little later than expected (eight months to be precise), *Juiced* is finally getting a release after its publisher Acclaim went bust. THQ has picked up the commendable mod racer, so expect to see it racing into the charts in May.

OUT: MAY

PROJECT: SNOWBLIND

This could be a bit special. With incredible graphics and physics, including interactive, destructible scenery, there's also a whole load of innovative gadgets to get to grips with if you want to own the battlefield.

OUT: FEBRUARY



COMMANDOS STRIKE FORCE

The *Commandos* series had you controlling tiny WWII squads from a top-down viewpoint. That's all been ditched for this *Medal of Honor*-style shooter that gives you control over a green beret, a sniper and a spy. Cool.

OUT: APRIL

CONSTANTINE

Keanu Reeve's latest film is going to be bursting onto your PS2 in video game form this spring. Based very loosely on the comic book series, you'll confront all the fiends of Hell with unorthodox weapons. The film has been somewhat neutered by Hollywood, the chain-smoking blonde cockney Brit sorcerer-cum-detective of the original UK-based stories becoming a non-smoking American Keanu Reeves in Los Angeles. Doesn't bode well, does it?

OUT: FEBRUARY



TEKKEN 5

The fifth game in the legendary fighting series, *Tekken 5* will have its work cut out if it wants to stay ahead of the pack, especially with the mighty *Virtua Fighter* set to make a return this year. Still they're moving in the right direction, with a swathe of new characters and some fancy, fashionable customisation options. Flick to p34 for all the latest *Tekken 5* news.

OUT: SEPTEMBER



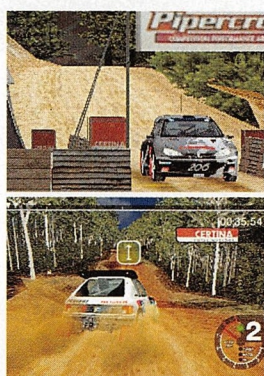
SILENT HILL 5

Konami is keeping this one a secret for the moment. We know it exists and we know that a *Silent Hill* movie is due out next year. Could they both be linked? Expect the Japanese fear masters to be working hard to liberate yet more sloppy trouser snails from your rear end.

OUT: SEPTEMBER

MONSTER IN YOUR POCKET

2005 is the year of the PlayStation Portable. We present 15 reasons why.

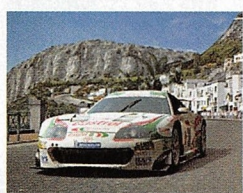


COLIN MCRAE RALLY

It looks like racing is by far the PSP's strongest suit right now, with *Colin McRae Rally* already looking rather polished and professional. More evidence that where PS2 can go, PSP can follow. With luck, it'll be a touch more arcade-friendly than the latest version of its big bro, though.

BUST-A-MOVE

Every new console needs *Bust-A-Move*! The traditional puzzle action will translate well to the PSP's small screen. We hope.



GRAN TURISMO 4 MOBILE

If what they're saying is true (and they should know, them being Sony) then *GT4 Mobile* on PSP should be every bit as engaging, as realistic and as endless as the 'real' *Gran Turismo 4*.

HEAVEN KEY EARTH GATE

Sony's new action title is a scrolling 3D brawler with RPG bits. Expect a name change for local release...



TIGER WOODS PGA TOUR

Expect this to be one of the more impressive and long-lasting early PSP titles, with potentially near-PS2 looks. But will swinging the club work as well with PSP's diddy analog stick? We can't wait to find out.



TOKYO XTREME RACING

This kind of illegal street racing game is one of many early racing releases on PSP, but is likely to be outclassed by the other automotive offerings on show elsewhere on this page. *GT4 Mobile*, anyone?



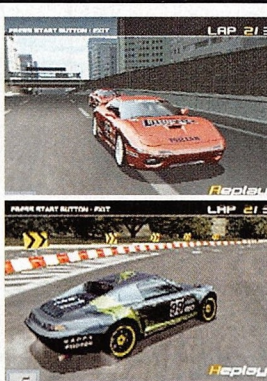
DARKSTALKERS

Don't be surprised if some much bigger names step up to the beat 'em up plate before very long, but this stalwart 2D fighter is a fair enough place to start for portable pounding pleasure. Bring on *Tekken*, we say.



GHOST IN THE SHELL: STAND ALONE COMPLEX

Make no mistake: shooters are going to be very big on PSP. But it's odd that the first one is Japanese. And based on a cartoon. And a bit weird. Expect a distinctive manga style.



RIDGE RACER

It wouldn't be a new Sony console launch without a new *Ridge Racer*. We booed the PS2's disastrous *R Racing Evolution*, but to be honest we're only looking for five minutes of fun on cheap thrills on the bus into work every morning from this one.

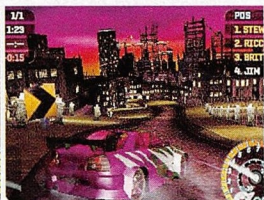
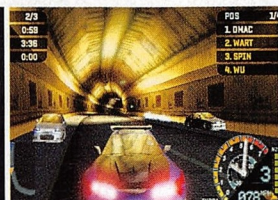


METAL GEAR ACID

Don't be afraid. Konami may have decided to swap real-time gameplay for card-based strategy, but this is still *Metal Gear* in spirit. Could gain truly classic status. Or could possibly be a bit crap.

NEED FOR SPEED UNDERGROUND RIVALS

We're not huge fans of the *NFS* series, but it's hard to resist this shrunk-down version.





HILL PROJECT

This twitchy shooter already looks slick, frenetic and stylised. Perfect PSP fodder.



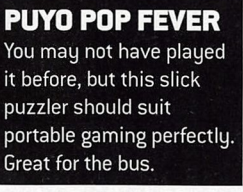
APE ESCAPE P

The monkey-catching title gets a small-screen makeover. Expect much hilarious frustration.



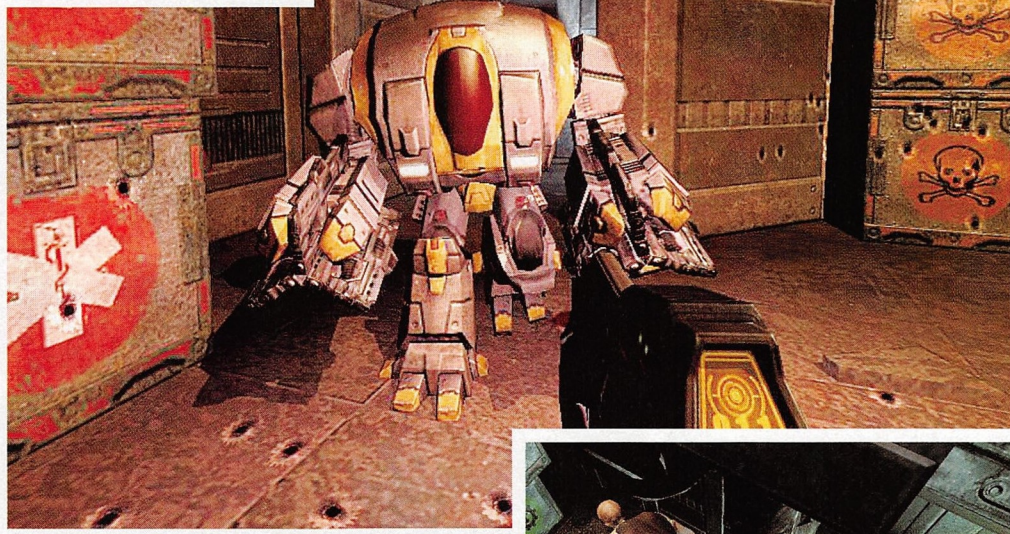
DYNASTY WARRIORS

The fighting series gets shrunk. What? There's nothing else to say!



PUYO POP FEVER

You may not have played it before, but this slick puzzler should suit portable gaming perfectly. Great for the bus.



CHRONICLES OF RIDDICK: ESCAPE FROM BUTCHER BAY

The acclaimed Xbox shooter-come-sneaker is now scheduled for launch on PS2 in May. With some jaw-dropping, if rather brown, prison levels and slick-as-all-hell gameplay, *Riddick* should be the perfect early-summer blockbuster. Did you know *Riddick*'s first name is Richard, though? Takes the sheen off for us.

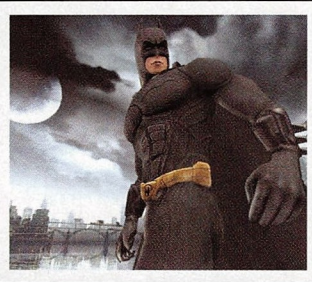
OUT: MAY



TENCHU: FATAL SHADOWS

The original samurai stealth epic slinks into view and looks great. *Tenchu: Fatal Shadows* allows you to sneakily dispose of decapitated enemies by hiding them behind a house, in a ditch or even at the bottom of a river. Ayame and new ninja Rin can also surprise enemies by lurking underwater — without *MGS 3* style croc suits. If they finally get the graphics sorted out, this could be special.

OUT: FEBRUARY



BATMAN BEGINS

When a child's parents are brutally killed in a bungled robbery, it's a recipe for endless action fun! That's because *Batman Begins* is the game of the film of the story of the shitstorm that is Bruce Wayne's early life. With Christian 'American Psycho' Bale on board, the film could rock. EA is making the game, and that also could rock. They're doing a PSP version, too. That has a smaller but no less respectable chance of rocking.

OUT: JUNE



THE NIGHTMARE BEFORE CHRISTMAS

The Tim Burton film gets the game conversion treatment but instead of morphing into a generic platformer, Capcom has grabbed the licence and made sure *The Nightmare Before Christmas* looks grand. Expect to use a blob of elastic green goo to defeat enemies and stare in disbelief at the scenery which appears to be a carbon copy of the animated film set. We're just not sure why they're making this now.

OUT: OCTOBER

AGE INVADERS

The best of the rest of 2005

SHADOWHEARTS: COVENANT

A massive WWI fantasy adventure title in the Japanese style. Hmm...
OUT: MARCH

BLOODRAYNE 2

The Playboy star celebrates with a new third-person slaughterhouse.
OUT: APRIL

LEGO STAR WARS

Can it beat the tremendous
Star Wars
Battlefront? Maybe.

OUT: APRIL

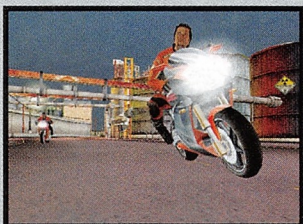
LA PUCELLE: TACTICS

Like *Disgaea*, except with more nuns and less... non-nuns.
OUT: JUNE

TORQUE

Torque aims to be a stunning bike racer. Don't laugh, it could happen.
OUT: SEPTEMBER

HAUNTING GROUND



Survival horror from the publisher behind *Resident Evil Outbreak*.
OUT: MARCH

KING OF FIGHTERS: MAXIMUM IMPACT

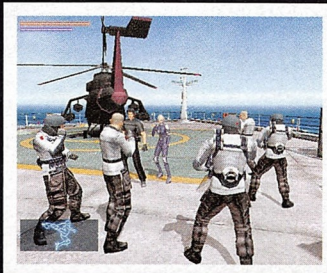
The fighter goes fully 3D. Expect multicoloured craziness instead of gritty realism.
OUT: JANUARY

ATV QUAD POWER RACING 3

Six-player quad bike frolics on simple courses.
OUT: MARCH

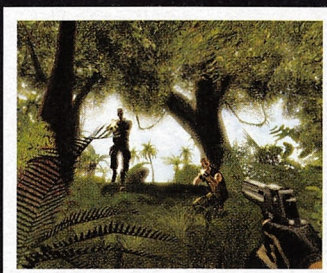
THE X FACTOR

Why, dear God, why?
OUT: DECEMBER



DEATH BY DEGREES

Tekken bombshell Nina Williams is a solo secret agent and stars in this curious free-roaming scrapper. Cameos from other *Tekken* faves will feature and you'll be able to play as Anna, unlock a 'sniper' mode and pummel your way through level after level of evil Mafia. Is this the way forward for *Tekken*? In short, no.
OUT: MARCH



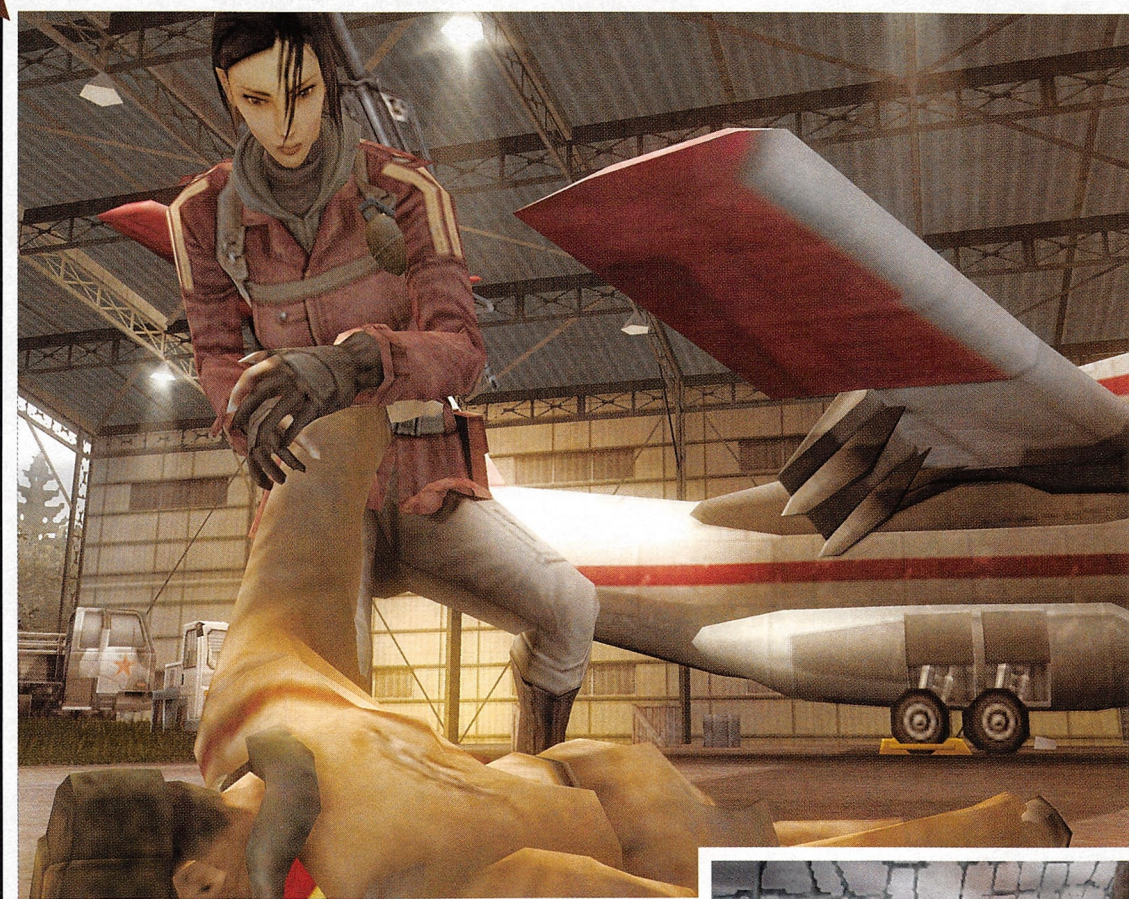
FAR CRY: INSTINCTS

The massive PC shooter is up there with the likes of *Halo* and *Half Life*. Ubisoft has done the decent thing and taken the massive jungles and great selection of vehicles and created a PS2 version. The PC game is one of the most beautiful things in the world so hopes are high – we don't want to be disappointed.
OUT: MARCH



TONY HAWK'S UNDERGROUND 3

We reckon they should dismantle the whole silly 'underground' thing, but then we're only Australia's premier source for in-depth PS2 gaming, so what do we know? We'll find out next year whether the skate title can come up with something genuinely new and groundbreaking this time.
OUT: NOVEMBER



MERCENARIES

"Hotly anticipated" doesn't begin to describe how excited we are about this. *Grand Theft Auto* in a war zone is the only way to describe *Mercenaries* and frankly, that's pretty much enough for us. With incredible physics, a huge range of vehicles to hijack, buildings to blow up and four different sides vying for your favours, this looks set to be something very special indeed. And because you're not part of the armed forces, all discipline is right out of the window and you can kill anyone... for a price. How can we sum up our enthusiasm? Ah yes. It's "Hotly anticipated!"
OUT: FEBRUARY





VIRTUA FIGHTER 4: FINAL TUNED

The final version of Sega's masterful fighting game should be out in Japan in March but you can expect a good six-month wait for the Oz release. With more customisation options and an improved single-player system with better intelligence, this could be the greatest fighting game ever.

OUT: SEPTEMBER



RUMBLE ROSES

Pre-lubed and closely-shaved fist angels prepare to hold each other closely. Apparently there will be some kind of wrestling game included among the filthy ladies but we may just watch the cut-scenes over and over again. We're touching ourselves as we write this...

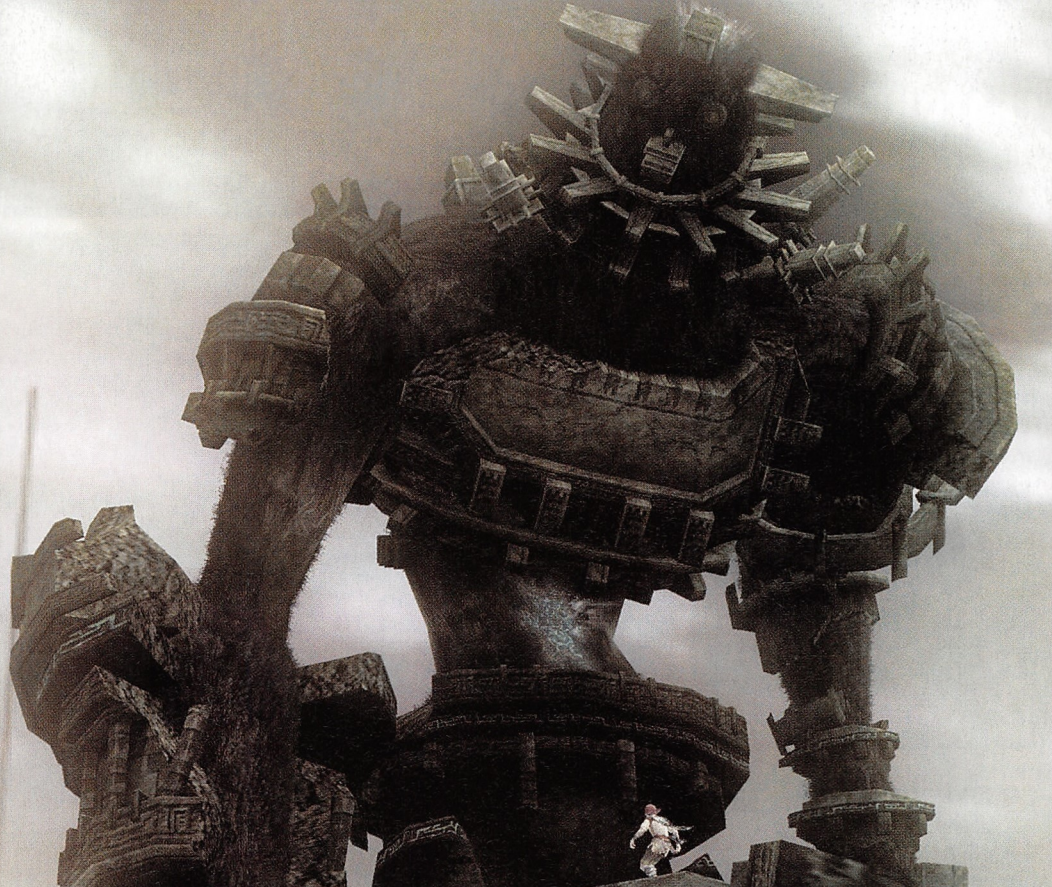
OUT: FEBRUARY



MEDAL OF HONOR: DOGS OF WAR

We're expecting some more gutsy gameplay from the third *MOH* on PS2. Set in the dark days of the Nazi occupation of Europe, you'll be going deep behind enemy lines to secure secret victories for the Allies in the crucial stages of WWII.

OUT: MAY

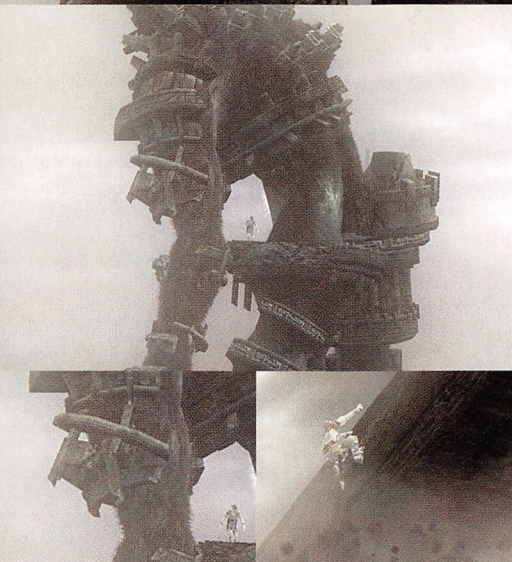


WANDA AND THE COLOSSUS

The original *Ico* was a slow-paced but endearing adventure featuring the kind of twee Japanese design and innovative puzzles that we usually expect from Nintendo. It's hard to get hold of these days, but it's a proper classic in its own right. *Ico 2* ventures closer to *Legend of Zelda* territory with giant monsters, and ups the amount of tricky platform-based conundrums for the horsebound hero. See this big guy here? He's not *in* one of the levels. He *is* the level.

You'll have to clamber all over these titanic creatures to reach their vulnerable head areas, all while they stalk, fly and crawl across unimaginably vast landscapes.

OUT: NOVEMBER



AGE INVADERS

The best of the rest of 2005

OUTRUN 2

The pedigree arcade racer will make its PS2 debut next year.

OUT: MAY



CONFLICT 4

The Conflict series will return with a new 'War on Terror' theme.

OUT: OCTOBER

LMA MANAGER 2006

No details yet, but don't expect anything in the way of surprises.

OUT: OCTOBER

THIS IS FOOTBALL 2006

TIF 2006 will receive a much-needed facelift to help it compete with the likes of PES and FIFA.

OUT: OCTOBER

NBA LIVE 2006

Look for new additions to the Slam Dunk mode that impressed so many in the previous game.

OUT: OCTOBER

CAPCOM FIGHTING JAM

If you've ever wondered what a game containing all of Capcom's 2D fighters would be like, then look out for this.

OUT: FEBRUARY

TIGER WOODS PGA TOUR 2006

What can they do to the series that's pretty much perfected modern golf?

OUT: SEPTEMBER

SCALER

A Jak and Daxter-esque romp through garish fantasy worlds.

OUT: FEBRUARY

LAMBORGHINI FX

Expect arcade-ish action and a ton of pretty courses, and plenty of insane stunts too.

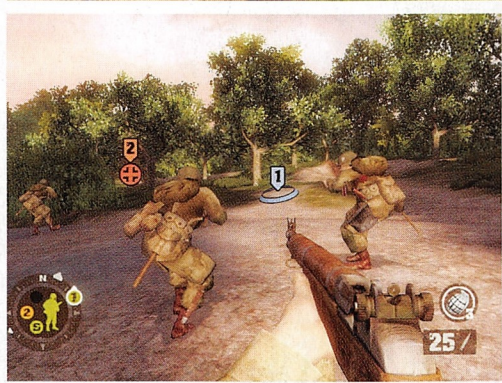
OUT: FEBRUARY



BROTHERS IN ARMS

It's the WWII shooter that puts you properly in command of a squad. The others don't do that, you know. What else? It offers a realistic take on the WWII genre. And it's based on a true story! Yes, just like all the others. Let's hope squad commanding makes this stand out.

OUT: FEBRUARY



TRUE CRIME 2

Developer Luxoflux hasn't let slip a word about what form the sequel will take, or whether it will be set in LA at all. The word on the street, homes, is that there may well be more than one city in there this time, perhaps LA and, erm, dunno, Chicago? New Delhi? Redfern?

OUT: SEPTEMBER



SEGA RALLY 2005

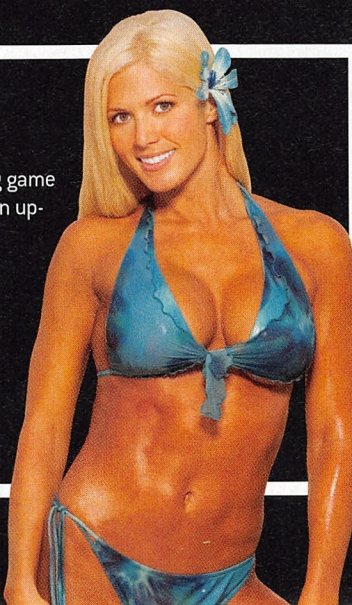
It's the game PlayStation owners have been waiting almost a decade for. Sega has finally decided to update the seminal arcade racer, nicking levels from *Sega Rally 2* and creating new ones too, for a frenzy of arcade-style skidding. This is the game that has *Gran Turismo 4* and *Colin McRae* looking at themselves nervously in the bathroom mirror while gently coughing.

OUT: JULY

WWE SMACKDOWN! 6

What next for the biggest wrestling game in the world? Expect new modes, an up-to-date character roster and some rather special guests. The *SmackDown!* series remains the undisputed wrestling king and anything is possible in the sixth installment, especially from the game that introduced online botty slapping to the world.

OUT: NOVEMBER





FULL SPECTRUM WARRIOR

Further proof that the only thing standing between PS2 and every game in the Xbox lineup is, ooh, about six months, this is the army-approved training title with some of the tensest shoot-outs we've ever seen in a game. Realistic and then some.

OUT: APRIL



DESTROY ALL HUMANS

From the makers of *Mercenaries* and *Star Wars Battlefront* comes another classic in the making. Turning the tables on the usual Earth-defending plot, *Destroy All Humans* sees you sucking out people's brains and laying waste to small villages in your heavily-armed flying saucer. At last we get to see how much fun the other side were having all the way through *The X-Files*, although there's no sign of the 'anal probe' making it onto your weapons list. This is how fun is made. Prepare yourself for the invasion.

OUT: APRIL



ACE COMBAT 5

Think of *Ace Combat 5* as a flight sim for people without beards. There'll be some 50 planes to blast around in, with a story that involves terrorists, threats to global peace, and perhaps most importantly, blowing up large numbers of things in your plane. The previous games were surprisingly accessible for the style of game, and somehow managed to work a coherent story in between all that flying. This one looks even better than the last, with immense areas to jet around and improved control over your wingmen. Should be good fun.

OUT: FEBRUARY

BRIAN LARA INTERNATIONAL CRICKET

Codemasters has dragged an old gaming licence from its grave and is set to produce what might just be one of the sleeper hits of 2005. Considering its only rival is EA's pretty rubbish *Cricket* series, Codemasters' attention to detail should be exactly what the sport needs. Cricket from the makers of *Colin McRae*, *V8 Supercars* and *LMA Manager*? We'll have an extra-large slice, please.

OUT: JULY



AGE INVADERS

The best of the rest of 2005

RATCHET AND CLANK 4

The best of the PS2 platformers returns for the fourth time.

OUT: NOVEMBER

THUNDERBIRDS

Baggie the big tank with a drill on the end. Could be a giggle.

OUT: APRIL

METAL SLUG 3D

Locking onto endless enemies over a scrolling 3D background? We'll give it a whirl.

OUT: OCTOBER

STUNTMAN 2

Could be better than *Driv3r*. We want stunts and nowt else, mind.

OUT: NOVEMBER

SHADOW OF ROME

Uses the graphics engine behind *Onimusha 3* to deliver a fast-paced Roman fighter.

OUT: FEBRUARY

GUILTY GEAR ISUKA

The 2D fighter returns with four-player action.

OUT: MARCH

ROLL CALL

Multiplayer online firefighting on the gang-filled streets of a city gone insane.

OUT: SEPTEMBER

JAMES BOND 007 IN... DIE ANOTHER DIAMOND WHO LOVED ME

Or something. At this rate, there'll be more Bond games than films. That's no bad thing either.

OUT: OCTOBER

RESIDENT EVIL OUTBREAK 2

It's going to be online this time around.

OUT: AUGUST

PLAYBOY: THE MANSION

Expect a slightly raunchy *Sims* style adventure.

OUT: FEBRUARY

COLD FEAR

Resident Evil-inspired survival horror on a boat. This game tells the tale of coast guards trapped on a deserted trawler, who discover that the crew have been turned into ZOMBIES! Where do they get these crazy ideas from?

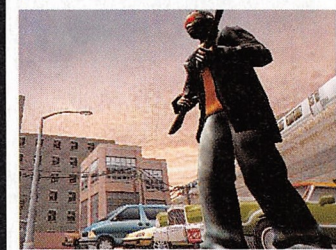
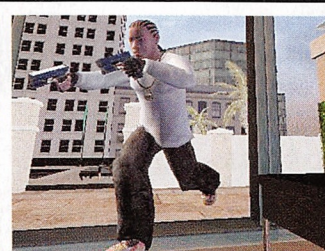
OUT: MARCH



UNREAL ASSAULT

A brand new game based on the *Unreal Tournament* series, which means that it'll be mostly about fragging your internet comrades rather than slogging through a single-player adventure. Can it beat the competition?

OUT: SEPTEMBER



25 TO LIFE

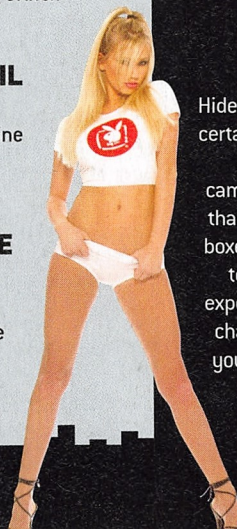
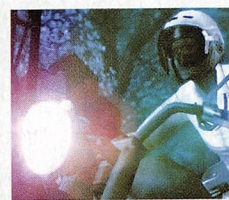
Billed as an urban adventure where you play as cops or gangsters to a contemporary hip-hop soundtrack, *25 To Life* is Eidos taking a brutal stab at the *Grand Theft Auto* series. The key difference being that rampaging through each city can be done with 15 friends online. And it features dogs that bark – a first for a PS2 game, according to us. That doesn't mean it's going to be the best game ever. It's just a good sign, that's all we're saying.

OUT: APRIL

METAL GEAR SOLID 3: SNAKE EATER

Hideo Kojima's masterpiece looks certain to take Snake further than he's ever been before. With camouflage making stealth more than just a case of hiding behind boxes, and all manner of animals to hunt down and eat, you can expect to face a whole new set of challenges this time out. In fact, you can check out the review on p64 for much more.

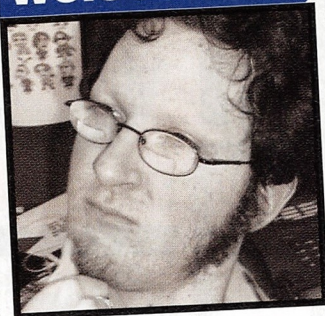
OUT: MARCH



REVIEWS

This month's PlayStation2 games rated!

Welcome



Things we've learned from games this month: eating crocodiles is good for you. We gleaned that from *Metal Gear Solid 3: Snake Eater*. Growing some stubble and frowning a lot doesn't actually help you pull. (Thanks, *Prince of Persia: Warrior Within*.) Removing Bond from a Bond game won't necessarily turn it into crap – that's from *GoldenEye: Rogue Agent*. Oh, and perhaps the most important life lesson: never bring out a woefully sub-standard and clunky London gangsta game merely a month after the world's most amazing free-roaming crime title. Cheers to *The Getaway Black Monday* for that!

DANIEL STAINES, EDITOR

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs

52

Could San Andreas be the best game ever made? Here's a hint: HELL YES.



REVIEWED THIS MONTH!

- | | |
|--|-------------------------------|
| 52 Grand Theft Auto: San Andreas | 80 Ratchet and Clank 3 |
| 64 Metal Gear Solid 3: Snake Eater | 82 Ghost Recon 2 |
| 69 Jak 3 | 84 Pool Shark |
| 70 Prince of Persia: Warrior Within | 84 Guilty Gear X2 |
| 74 The Getaway: Black Monday | 85 Crash & Burn |
| 78 Flatout | |

Keeping their eyes on all the best games this month.



LEE NUTTER

SMARMY GIT: Nutter's been stalked by a gang of pre-adolescent boys who have formed some kind of cult of celebrity around him. Last we heard, he'd been using one of them as a footstool.

MOST PLAYED: PES 4



RICHARD MELVILLE

PONCE: Rich has been taking advantage of his obvious insanity this month, moseying into the office wearing nowt but a pair of leather chaps and a low-slung holster and walking funny. Why? You don't want to know...

MOST PLAYED: Jak 3



JON TODD

TERRORIST: Christmas has transformed PSWs doourest member into a bundle of joy this month. The Toddster is now a frenzied games Santa, eager to spread love and joy. Or maybe it was just his free trip to the UK...

MOST PLAYED: GoldenEye



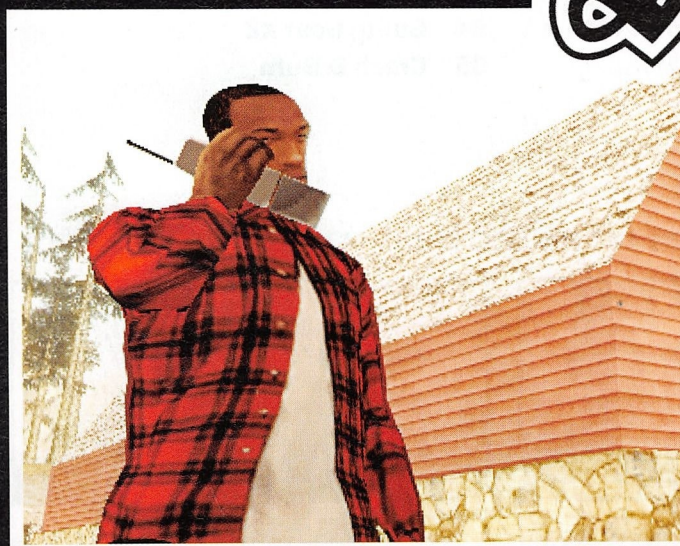
MARK SORRELL

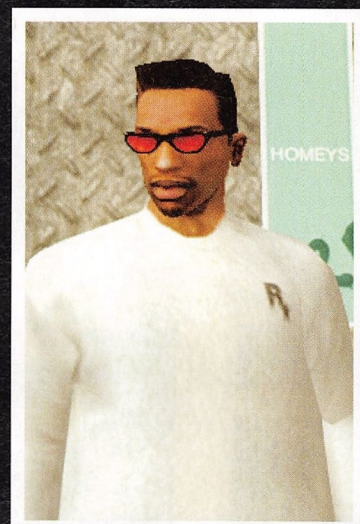
ROCK SPIDER: After accidentally hospitalising various members of his family in an ill-advised "massive hug" Mark has spent the rest of the month crying and vowing to be more stealthy and subtle.

MOST PLAYED: Metal Gear 3



grand theft auto San Andreas





GAME DETAILS

PUBLISHER: ROCKSTAR GAMES
DEVELOPER: ROCKSTAR NORTH
OUT: NOW
PLAYERS: 1-2 (YES, 2)
ONLINE: NO

Everything you've heard is true. But you haven't heard the half of it. We've sat down and played through the whole of *Grand Theft Auto: San Andreas*... and we've got one hell of a story to tell.

As we write, we're still half-immersed in images of *San Andreas*. The blazing sun straining through the Los Santos smog. The tips of trees looming out of the fog as you glide over the forests in a plane. The winds of San Fierro ripping at you as you stand at the top of its tallest building. The come-hither neon glow of the Las Venturas strip. The far-away drone of cars zipping down endless highways. We can feel it tugging at us, trying to pull us back in. If you can feel homesick for a place that doesn't exist... then we do.

It's as if developer Rockstar North has listened to every fan's request to make this *Grand Theft Auto* the best ever. Every single fan, from the sober gurus who offered heartfelt criticisms of the problems with

shooting, to the insane crowd bawling for more crazed and bloodthirsty missions, to the idealistic masses who wanted an extra layer of realism on top of the already immersive *GTA* universe. They've tried to give everyone what they wanted, and they've succeeded.

But it doesn't end there. Because the folks at Rockstar North had a few ideas of their own. Two players? It's true. We'll tell you how it works in a bit, although you can't play normal missions with a co-op buddy. In-game girlfriends? Hell, yeah. Base jumping? You're on. Read on, and we'll explain all. But to begin with, understand this: *San Andreas* offers the most complete, enchanting, immense and rewarding single-player experience ever seen in gaming. ➔





Homies will respect you if you wear green, your gang colour.

HOOD VIBRATIONS

It all begins in Los Santos, probably the most finely drawn of all three cities in terms of detail and character. Carl Johnson's just got in from Liberty City. His mum's just died. His mates think he's a coward. All your first missions will be spent proving them wrong.

Don't expect much money from these early missions. They're favours for your crew, ever so slowly driving up your respect levels. After money, respect's what you're after in *San Andreas*. For the first time, respect is an actual statistic that can be viewed with a quick press of the L1

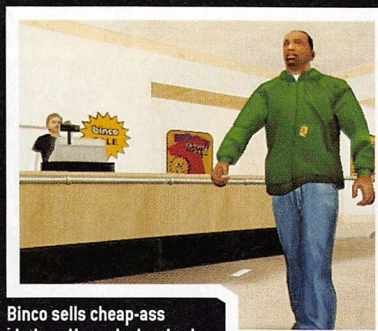
button along with stamina, muscle, sex appeal and more. And when your respect level is high enough, you can enlist gang members off the street to join you at any time. The more respect you earn, the more men will follow. Marching down the street with a posse of hard-ass gangstas behind you feels oddly empowering.

In any other game, this would be a revolutionary piece of gameplay. Here, it's no more than one facet of the whole amazing experience. We doubt you'll spend more than ten per cent of your total game time with a posse, but for some things, like winning new territory and protecting your

grand
theft
auto
San Andreas



Once C.J.'s a big player, the maximum bets rise sky-high.

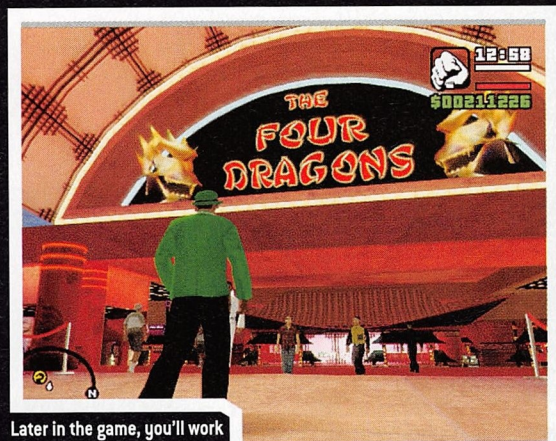


Binco sells cheap-ass clothes. Upgrade, brother!

hood, it's invaluable.

With a crew, you can start a turf war by shooting some rival gang members on their territory (marked in a different colour to yours on the huge in-game map), and surviving the slew of oncoming enemies. The more territory you take, the more money you make. Again, for most games this would be a major advance in gameplay, but for *San Andreas* it's just another day in the hood.

As the game moves on, you're suddenly transported from the dangerous sprawl of Los Santos to a tiny town at the foot of a half-mile tall mountain. It's impossible to



Later in the game, you'll work to make this place really big.



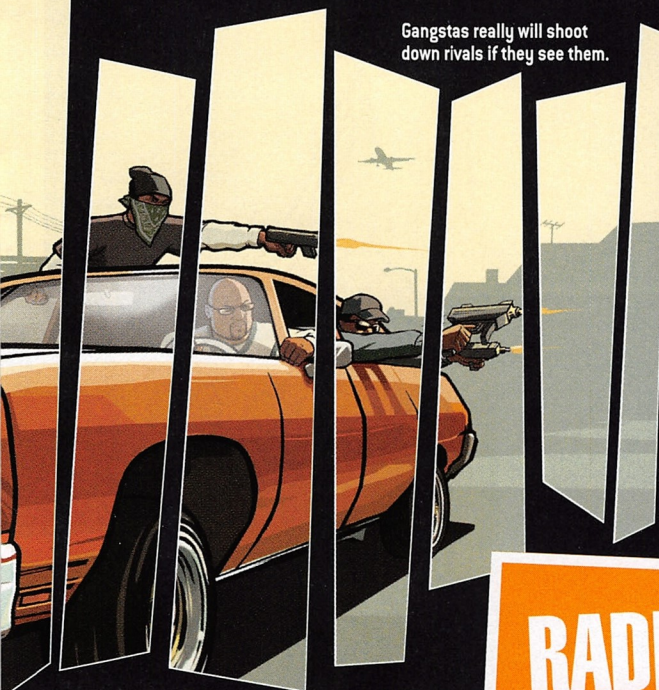
Racing lowriders is tricky but endlessly rewarding.



You can afford better clothes than this! Come on, now.



Get your lowrider sprayed with wicked designs like this.



Gangstas really will shoot down rivals if they see them.

think of a more different environment to Los Santos than the countryside. It's all rolling dirt roads, expansive freeways, forested hillside. Anywhere you can see, you can visit, but you'll have to scramble over untold valleys, canyons, streams, rivers, waterfalls, rocks, cliffs and almost every natural obstacle you can think of. So it should come as no surprise if you tumble off your bike and end up in a creek at the bottom of a ravine. Which, of course, you can now swim out of. By this point we'd passed beyond amazement into a kind of trance of wonderment.

SLEEPING WITH THE FISHES

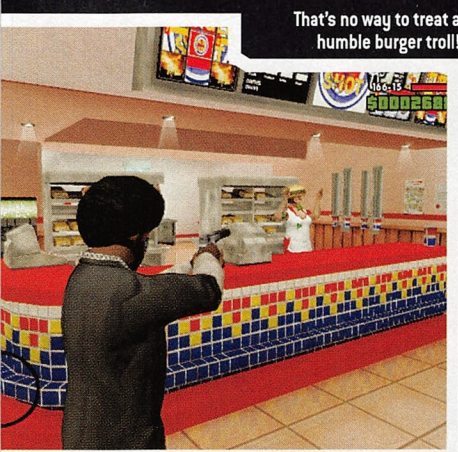
Once the initial euphoria of swimming has worn off, you'll find it's a useful but not

particularly exciting mode of getting around. Diving's a bit more interesting, but spotting shoals of fish, dolphins and the odd shark can't exactly equal throwing a monster truck round a forest. Still, we're immensely glad it's made it in here, rounding out CJ's world in a way the other *GTA* games could never do.

Then it's on to San Fierro. Contrary to its colourful sub-cultures, San Fierro is actually composed of washed-out greys, reminding us of Liberty City more than anything else. But the similarities end there. In contrast to that stony East Coast metropolis, San Fierro exudes a cultured, iconoclastic feel, complete with hippy districts, a stoner population and of course those massive hills. Still, we felt it came →

RADIO GA-GA

Some of *San Andreas*' radio stations have amazing celebrity DJs. Look who's talking!



That's no way to treat a humble burger troll!



GEORGE CLINTON

WHO'S HE? The man who single-handedly invented P-funk
WHO'S HE PLAY? The Funktipus
WHAT'S HE PLAY? Funk and soul
WHAT'S HE SAY? "Time for a smoke break!" (Followed by a massive inhaling sound)



AXL ROSE

WHO'S HE? Legendary frontman of Guns n' Roses
WHO'S HE PLAY? Tommy 'The Nightmare' Smith
WHAT'S HE PLAY? Classic rock
WHAT'S HE SAY? "I love the night. Almost as much as I love hairspray."



CHUCK D

WHO'S HE? The genius behind Public Enemy
WHO'S HE PLAY? Forth Right MC
WHAT'S HE PLAY? Old school hip-hop
WHAT'S HE SAY? "One day, everyone's going to be wearing a clock round their neck so they can tell what time it is."

BC 55 60 70 80 100 120 150 170 KC



What's life without a bit of a gamble, eh? Try again!



You can spend hours fine-tuning your fitness levels.

across as a little cold compared to the family-oriented vibe of Los Santos. Although the missions in San Fierro are, if anything, more entertaining and inventive than the ones in Los Santos, the relationships made here seemed a little less solid. So it's good to find that as you progress throughout the story, your old homies pop up again to advance the plot.

KING OF HEARTS

As you might have gathered by now, the immensity of *San Andreas* is far from open to begin with. It's more like *GTA III*'s sequential island unlocking than *Vice City*'s relatively open-plan environment. Except of course, each city and area is the size of *Vice City* anyway. Still, when you finally reach Las Venturas after tens of hours of solid mission play, it's like a shining reward. It's the game's biggest playground, filled with diversions and rewards for all your hours of toil. Not that the action's over when you reach Venturas, not by a long shot. In fact, the plot broadens, although it would be a massive spoiler if we said how. What we will say that it all leads to some



Infiltrate the club in the smartest way possible.



It's missions like this that make us love *San Andreas* so.

"The dodo looks like a flying Datsun compared to some of the airborne behemoths we've flown."

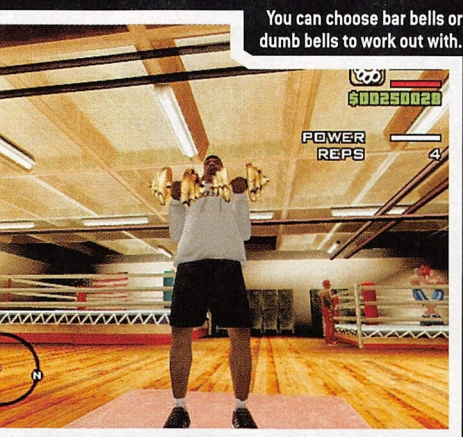
truly big-budget action sequences.

It's only at this stage that you'll really have the freedom of *San Andreas*, including the (squeak!) new aircraft. And what monsters they are too. The dodo, which also makes a guest appearance in a slightly spruced-up form, looks like the flying Datsun it really is compared to some of the airborne behemoths we've flown. Once you're in the skies, you'll never look back. And since the whole of *San Andreas* is your oyster, you can now pop down to the airport, pay \$500 and get a relaxing trip to the city of your choice. Told you they've thought of everything.

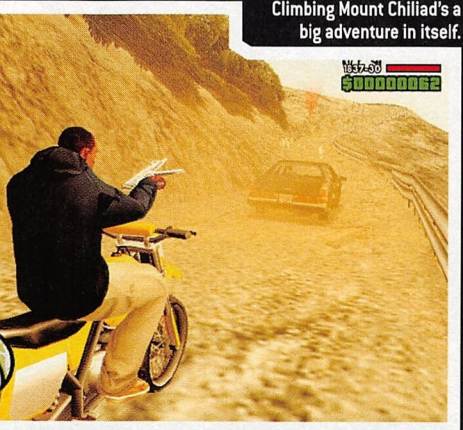
FIT AND YOU KNOW IT

The food and fitness aspects of gameplay add to the fun without making your life more difficult. Spend hours at the gym, tapping away at the buttons to press weights or use the exercise bike, and you'll end up slim and muscled. Getting fat isn't as easy as you'd think, either. All the

For a satirical game, *San Andreas* keeps it pretty real.



You can choose bar bells or dumb bells to work out with.



Climbing Mount Chiliad's a big adventure in itself.

running around in the course of normal missions means that your average CJ's going to move through the game with less body fat than Lindford Christie and nearly as much speed. You'll soon be sprinting for far longer than Mr Vercetti ever could. And don't worry about missing meals, because you'll rarely feel the lack of energy and if you do, a quick trip to the fast food restaurant is usually only a quick slouch away.

Far more important is your choice of clothes and tattoos. In two games, no two CJs are going to look alike – even with exactly the same choice of body art and gear, the chances are that your accessories, haircut and even your build will be utterly different to your mate's version. Considering you'll have to play through a hell of a lot of the game to open up the best clothes shops, choosing your look is not something you can do once and then forget about. Almost every safe house has a wardrobe for changing your clothes, so true completists will want to buy everything so they can alter their outfit at will. While clothes will alter that sex appeal stat, as will the cars you drive, it's mainly



Race to deliver cargo in time in yet another side mission.

IT TAKES TWO

Two. Player. Grand. Theft. Auto.
We're going to soil ourselves! But is it any cop?

Amazing because...

- Two player drive-bys are brilliant
- There are two-player rampages scattered about
- You can press select for full-screen single-player control
- You can drive anywhere you like

But on the other hand...

- You can't take on normal missions
- You can't travel too far from each other
- You have to find the two player icon first
- It's more of an extra than a full-on new game



Be a passenger, and watch as your plane takes to the skies.

car, you can read the number plate. The steering wheels aren't made of pentagons any more. And shining paintwork reflects the sun in a whole new way. Look closely, and you'll notice even more. Reach top speed on the freeway, and your surroundings will subtly blur, a little like *Burnout 3*. Stand on top of Mount Chiliad and you'll realise you can see far into the distance, past winding roads and shadowed valleys. We're not trying to say that you won't see the usual broad strokes of the *GTA* canvas, like hills drawn with a handful of polygons from far away or trees suddenly growing leaves as you approach. But within the confines of the PlayStation2 hardware, what's been done here is nothing short of magnificent.

Even the skies are different in each place. In Los Santos, the ochre smog blankets the horizon and bathes everything in a diffuse, oppressive orange glow. Make it out to the country, and →

all about adding to your respect.

YOU THE SHIZZLE, NIZZLE

Graphically, it doesn't look like much has changed from the earlier *GTA* games at first. Maybe the colours are deeper and more muted than the pastel paradise of *Vice City*. Maybe houses look a little more realistic. But the more you play, the more you appreciate the little touches. You'll notice that when the camera zooms near a



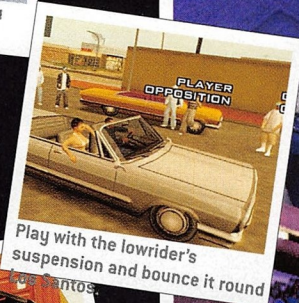


You won't unlock choppers until you're well into the game.



This hovercraft can take you pretty much anywhere.

LET ME RIDE!
The selection of vehicles to nick is so big, it's frankly silly.



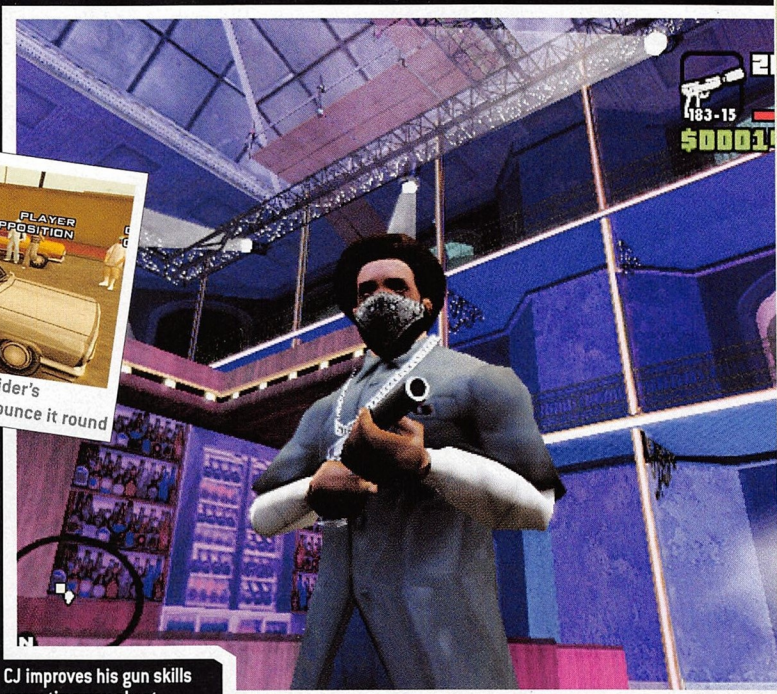
Play with the lowrider's suspension and bounce it round.



The digger's great fun to drive and extremely heavy to boot.



The forklift truck can lift up other vehicles and carry goods.



CJ improves his gun skills every time you shoot.

"The variety of terrain means missions are invested with a romantic, adventurous sheen."

suddenly the air is clear. You can see for miles across the terrain with your camera's zoom lens, the wind snaps through the trees, and birds flit overhead. San Fierro seems perpetually overcast, with nasty squalls whipping in from the ocean to start torrential rainstorms. But Las Venturas lies under a baking hot, pure blue sky, and when you leave it for the desert you can watch the sun set in a blaze of purple over the silent, towering mesas.



burglary are genuinely new however, and by keeping it simple and not giving CJ a complex set of stealth controls, you never feel you've been thrust into a different world. Essentially, pressing R3 puts you into a crouch, but CJ can then creep along hunched and extra quiet until you press R3 to stand up. Targeting someone while you're creeping will let you perform a gruesome stealth kill when you're close up. Dark shadows will hide you, but there's no meter to tell you how well – it's just not needed. It may feel a little rudimentary compared to, say, *Metal Gear Solid 2*, but if every action game incorporated stealth elements so well, we'd be clamouring for more of them.

The incredible variety of new terrain

means otherwise normal missions are invested with a romantic, adventurous sheen. And of course when we say normal, we're talking about chasing helicopters with bikes to shoot them down, torching marijuana crops with a flamethrower, shooting down swathes of model airplanes from the sky, crushing dynamite boxes with a giant truck, destroying a building site and encasing the foreman in cement, and so much, much more. In essence, there's barely a duff mission here. Of course, when it comes to straight-ahead chases, we've been evading police for three PS2 games now, so it's bound to be a bit less engaging. Ah, who are we kidding? We still get a giant buzz from escaping from the law, especially now there are agile cop bikes in the mix.

Crucially, CJ can shoot much more effectively than before, with R1 auto-targeting nearby enemies – not innocent pedestrians. Add in superior controls for free aiming that resemble a first-person

KILLING IN THE NAME

The thing that's changed least in all of this absolute delight is the core gameplay during missions. Running, shooting and driving are augmented by unusual vehicles and oddball locations. Stealth missions like

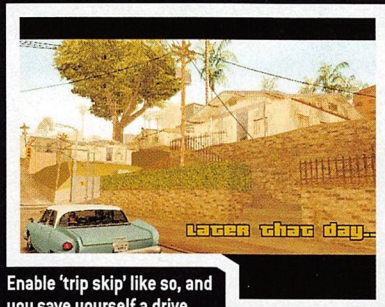
An intricate bank heist has CJ doing a spot of espionage.



You can't photo the casino blueprints with the guard around! You need to divert his attention.



Use the camera for missions, or save your own snapshots.



Enable 'trip skip' like so, and you save yourself a drive.

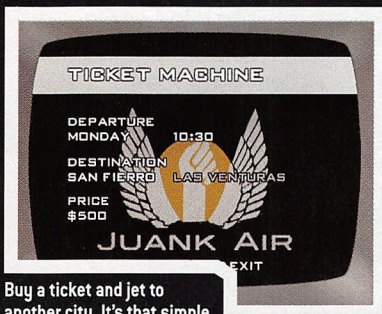
Cesar's your sister's boyfriend, and your mate.



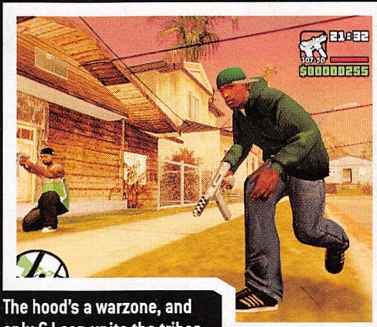
shooter, and you've got a recipe for very quickfire gun battles. It soon becomes clear that this isn't a driving game with action elements. This is a fully fledged, go-anywhere, kill-anything kind of a game, which just happens to be bigger than anything we've ever played before. It's PS2's greatest adventure title, in fact.

TWO COOL

And we still haven't got to the two new features that are bound to cause the most excitement and hilarity. You rescue a girl from a fire – a fire you started moments before, in fact – and suddenly her house has an intriguing yellow icon by it, indicating she's up for being picked up and taken out on a date. One trip to Well Stacked Pizza later, and you see the entirely odd words on screen 'Press L1 to kiss'. And you can indeed embrace your newly found girlfriend, and continue to take her out to increase her devotion to you. Or not. Because this is *GTA* after all, →



Buy a ticket and jet to another city. It's that simple.



The hood's a warzone, and only CJ can unite the tribes.



Fancy an early 90s do? You have a wealth of choices.



It wouldn't be *GTA* without cheesy puns *everywhere*.

THE SKY'S THE LIMIT!

The aerial exploits in *San Andreas* are going to blow everyone away.



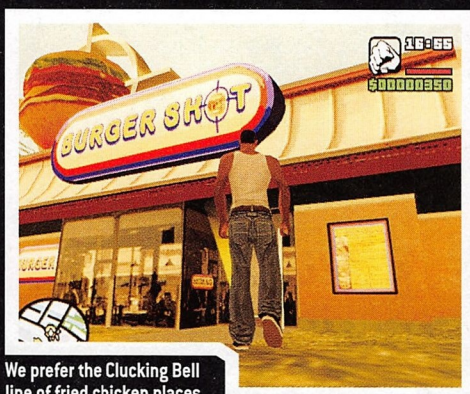
To get access to the planes, you'll have to pass a demanding flight school exam. Not very *GTA*, but essential considering they handle so delicately. Pay attention.



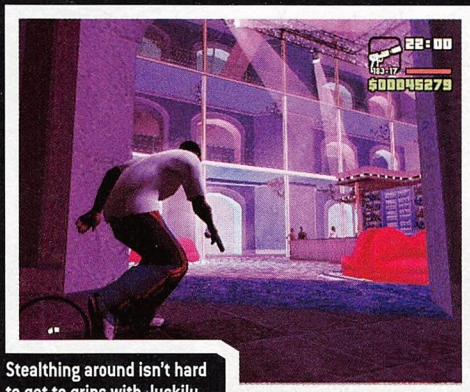
Bail out of a plane and you'll skydive to the bottom, the wind whistling through your corn-rows. You can even tuck in your arms to go faster and change direction. It's thrilling.



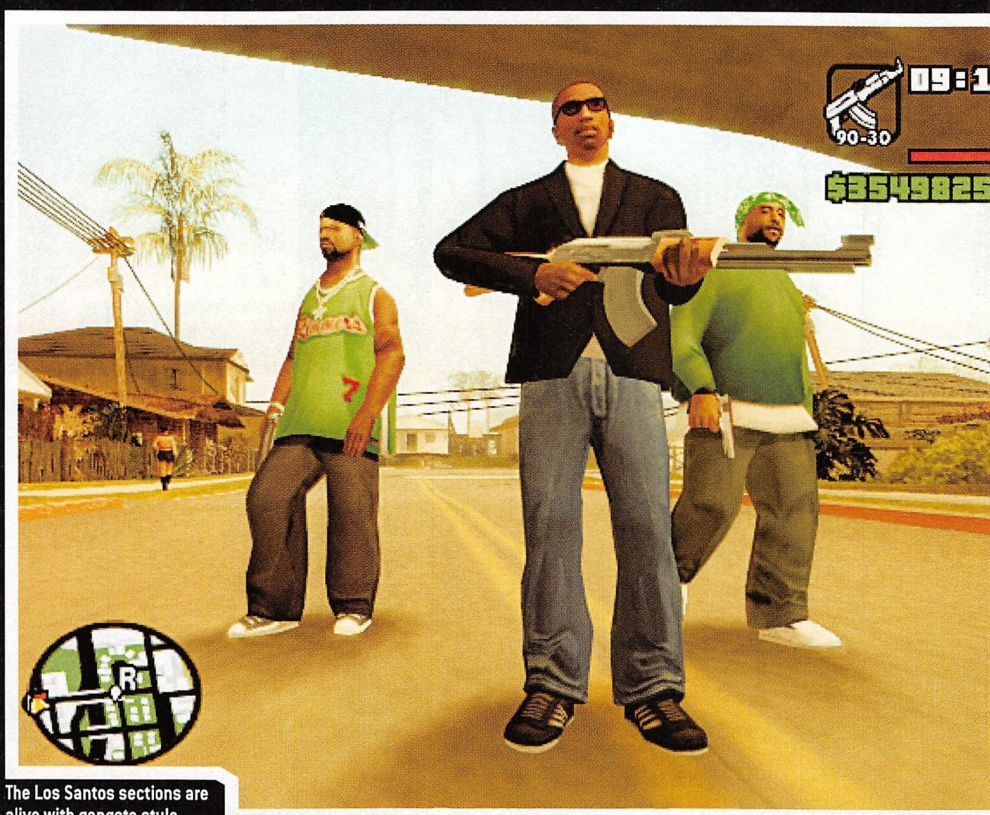
Open your parachute and you'll sail to safety. And as this shot shows, you can base jump off buildings too, to incredible effect. That's hours of gameplay, right there. Holy cow!



We prefer the Clucking Bell line of fried chicken places.



Stealth around isn't hard to get to grips with, luckily.



The Los Santos sections are alive with gangsta style.

and if you choose to ignore the girls you go out with in favour of more shooting and driving, nobody's going to punish you. You have freedom, in other words, the very concept that runs deep through the heart of the series.

As you drop off your lady back at your house, you see an odd icon at her door. Something like two stick-men standing next to each other. Go up to it and... you're requested to plug in a second joypad. Suddenly your mate next to you is controlling your girlfriend and you're free to run around together, the screen pulling back when you separate. You both get in a car – oh my God! – and the player riding shotgun has a small reticule he can use to target anything he sees, leaning out the window to shoot. And in those first few seconds, the *Grand Theft Auto* world is broken up, whirled around and put together

“In the first few seconds of two-player gaming, the *Grand Theft Auto* world is broken up and put back together as something amazing and new.”

as something amazing and new. See the 'It Takes Two' box for more details, if you can stop your hands trembling...

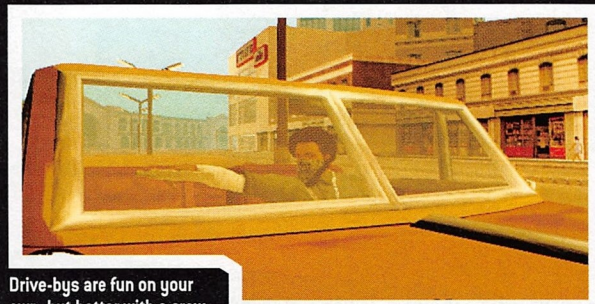
HE GOT GAME

There's hardly a type of side mission from *GTA III* or *Vice City* that you won't find squirreled into some corner of *San Andreas*. But there's a bewildering choice of much more than that. Burglaries, fun and wince-makingly tense as they are, are only the tip of the iceberg. Become a valet and park posh folk's cars (or steal them for yourself). Spend a lifetime in a quarry with a whole Tonka toy chest of construction

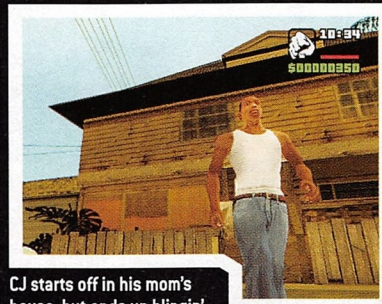
vehicles, working to clear rubble and protect it from invading criminals. Spend another lifetime or two on the baize tables of Las Venturas, gambling your hard-earned cash away on everything from the obscenely addictive video poker and blackjack to the big one, roulette.

If all this

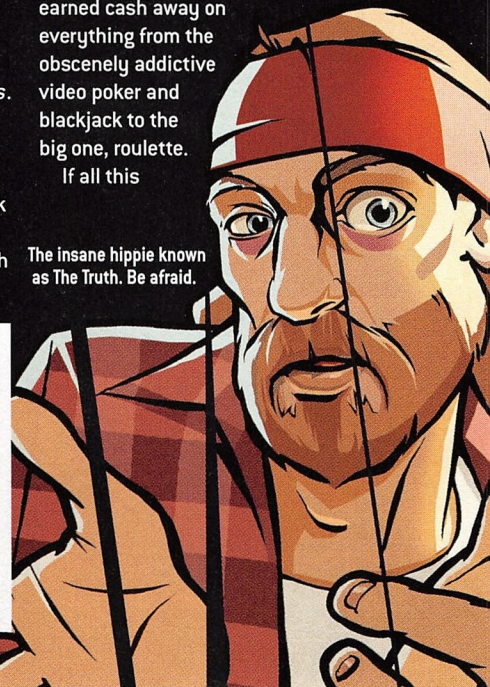
The insane hippie known as The Truth. Be afraid.

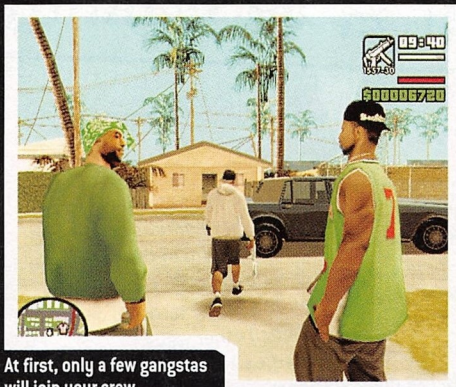


Drive-bys are fun on your own, but better with a crew.

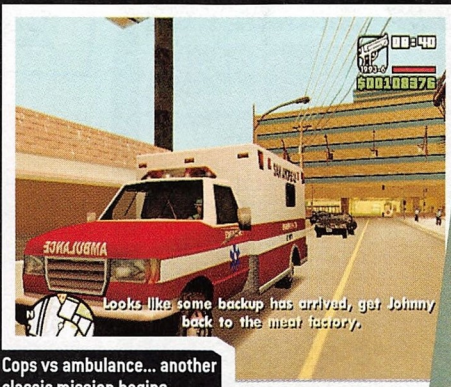


CJ starts off in his mom's house, but ends up blingin'.

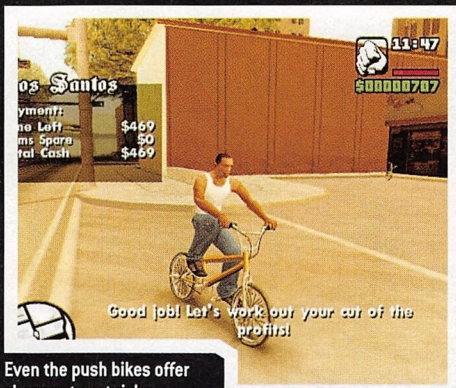




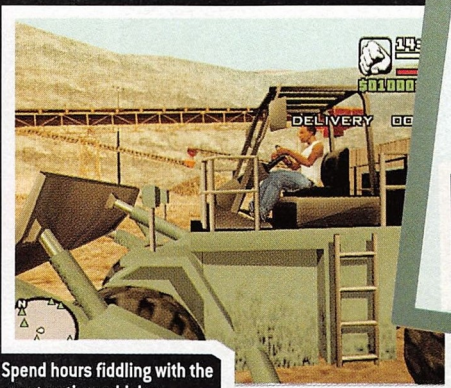
At first, only a few gangstas will join your crew.



Cops vs ambulance... another classic mission begins.



Even the push bikes offer chances to get rich.



Spend hours fiddling with the construction vehicles.

doesn't impress, there's loads of others. Shoot pool for money in bars – in what's basically a complete pool game within the main game. You can even play with a friend if you have a second joypad. There's rhythm action style grooving games in here to impress your [in-game] lady friends, and a genius variation involving low-rider cars. We could spoil all the pastimes in *San Andreas* for you, but half the fun is finding them yourself in areas you though were almost empty. We'd go so far as to say that side missions will take up half your total play time.... or more.

SAFE AS HOUSES

Rockstar North has also come good on its promise to increase the amount of buildings you can interact with. Each big city has safe houses scattered all over the place, ready for you to lay down a few



grand to purchase. But there are also a host of places to buy in the small towns too. Having burglary missions gives you the final piece of the jigsaw, meaning that although you can't enter any house, it often feels that way.

The other general thrust has been to make everything that little bit smoother to play. Cars now seem to take a substantial amount more damage, meaning accidental prangs won't worry you as much and you'll be able to stick with your ride for longer; perfect for keeping your modded car in peak condition. And in a genius, generous move, when you replay longer missions which involve you driving for miles to get to your first encounter, the game will enable 'trip skip' to take you to the target, saving meaningless minutes of driving. And as we've said, the targeting system is no longer your greatest liability in a fight,

although it still takes a bit of getting used to. All in all, this is the slickest as well as the biggest *GTA* yet.

ME AND MY HOMIES

CJ himself is what holds together this crazed crime wave. He's a truly great character, with memorable lines and believable motivation. If the hero of *GTA III* was nothing more than an anonymous hoodlum, and *Tommy Vercetti* was a lonely psycho with a money fixation, CJ feels like part of a network of family and friends.

On the balance, most missions throughout the game aren't taken on for money (although you may well be rewarded with lots for the later ones). They're favours for friends, risking life and limb to do anything from helping a buddy get a record deal to sorting out casino gangsters. It's odd, but you start feeling →

STAR LINEUP

You want famous voice actors? *San Andreas* delivers again.



SAMUEL L. JACKSON

The world's coolest actor plays Officer Tenpenny, the corrupt cop making CJ's life a misery from his first moment in Los Santos. Jackson's combination of menace and charisma makes him the dark heart of this West Coast fable.

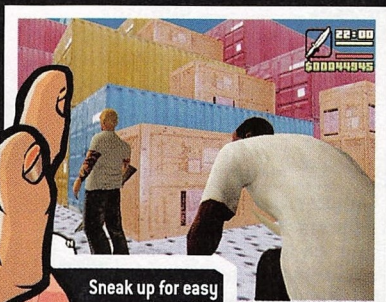
PETER FONDA

Pete's famous for playing unhinged hippies, and in *San Andreas* he plays an unhinged hippy known as The Truth, purveyor of cosmic harmony and heavy weaponry in equal measure. To great effect.

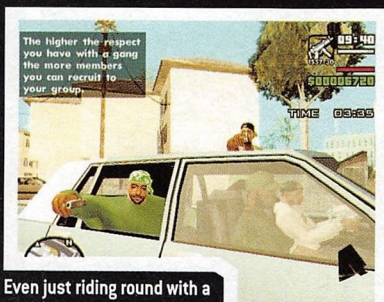


ICE T

Hoodlum turned rapper turned relentless self-publicist Ice T plays a big-pimpin' rap star in the game. What with this and his turn in *Def Jam Fight For NY*, soon no game will be complete without an Ice T voice contribution.



Sneak up for easy silent kills.



Even just riding round with a crew is a recipe for carnage.

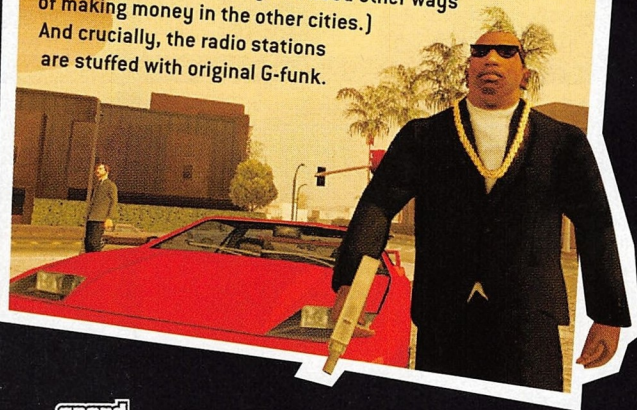


The stunning wilderness expands in every direction.

Ain't Nuthin' But A G Thang

How San Andreas makes the gangsta experience feel so real.

With an uber-authentic script and voices supplied by some genuine LA heavies, it's no surprise *San Andreas* scores high on the authenticity front. For the first third of the game, you'll start feeling more and more like a thug as you earn respect through crazed crimes. [The ability to win territory only works in Los Santos, so you'll need other ways of making money in the other cities.] And crucially, the radio stations are stuffed with original G-funk.



grand theft auto
San Andreas

is a bit sizeable. Not big like a fat man. Big like Saturn. Think at least three times bigger than *Vice City*, plus a massive amount more for side missions. We recommend a week off work filled with non-stop play if you really want to see everything it has to offer. Even after that, you're going to be coming back for a very long time. Because it's simply the most satisfying box of grown-up toys ever made.

In a way, *San Andreas* is a manifesto for every future video game. Now we've seen what can be done when truly brilliant people get to make a world brimming with variety, music, humour and sheer scale, very few other games are going to be able to live up to it. We've got a shrewd suspicion that the next time anything this amazing rolls round, it's going to be called *Grand Theft Auto 4*.

/JOFF BROWN



Wu Zi here is one of your main contacts in San Fierro.



Fast food outlets abound in even the smallest towns.



Trip skip! No more needless mid-mission driving. At last!

that CJ cares. Maybe he's even a bit of a pushover. Of course, then he'll shoot some innocent through the head and you'll be reminded that he's a stone cold killer on top of everything else. But it makes a big difference to the way you react to events.

Maybe it's because Rockstar North has added subtle interactions between CJ and his world in so many ways. A tap of the directional-pad will fire back a positive or negative response to any chat on the street that's directed at you. Does it change anything about the gameplay? No. Is it somehow perfect? Yes. By the end of the game, you'll have a huge emotional investment in the characters.

If *San Andreas* is about one thing, it's attention to detail. But it's not about one thing. It's about a bewildering multitude of concepts, humour, gameplay and originality. God, we love it so.

99 PROBLEMS? AS IF

So, are there problems in all this gameplay glory? Maybe a handful of things. Lip-

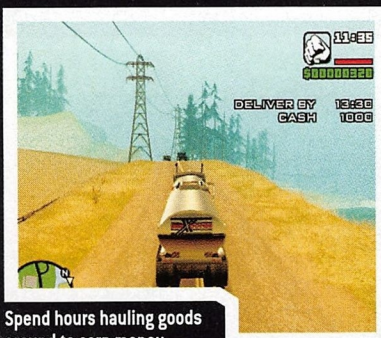
synching is erratic, going from absolutely perfect to dubiously vague, sometimes in the same scene, although you'll only notice if you look closely. 'Trip skip' is a great innovation, but only half-solves the issue of endless drives to reach a mission or save your game. And apart from the odd seagull skimming through the sky (and vultures in the desert, to boot), there's no animal life in *San Andreas*. Maybe it's unfair to demand horse-riding and bear-hunting, but when all our other impossible dreams have been realised, why shouldn't we get that too?

But enough niggling. In the end, perhaps the best things about *San Andreas* are the little touches that escalate the gameplay in ways you'd never thought possible. Who would have thought that the simple addition of a parachute would provide hours of pure, absorbing gameplay pleasure? Or that cutting up cars on the freeway could result in so much adrenalised carnage?

As you've gathered by now, *San Andreas*



Too much fast food and you'll bloat out, Biggy Smalls style.



Spend hours hauling goods around to earn money.



Surely you've read enough? Go bag a copy today! Please!

PSW

VERDICT

UPPERS

- Bigger than anything
- Vicious and hilarious
- A pure joy to play

DOWNERS

- Lip-synching's patchy
- San Fierro's a bit grey
- Frustrating missions

GRAPHICS	Subtly improved, amazing landscapes	9
SOUNDS	The ultimate off-beat killer soundtrack	10
GAMEPLAY	Varied, frenetic, glorious... perfect	10

Undoubtedly one of the greatest video games of all time, *San Andreas* truly defines modern gaming. Buy it.

10

PC PowerPlay GAME GUIDE

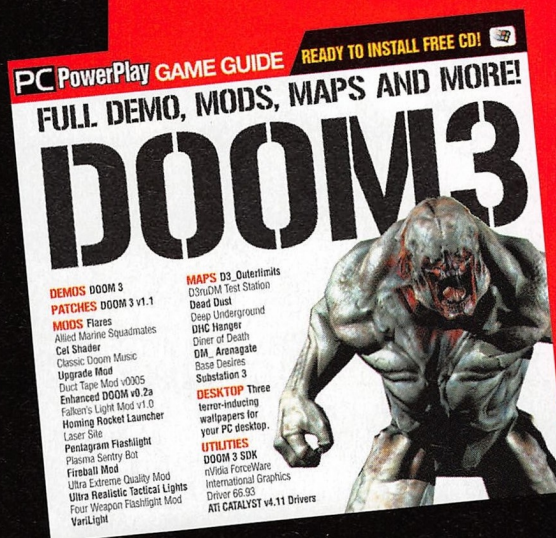
\$14.95 (inc GST)
NZ\$14.95 (inc GST)

DOOM3

Essential Strategies & Gamewinning Tips

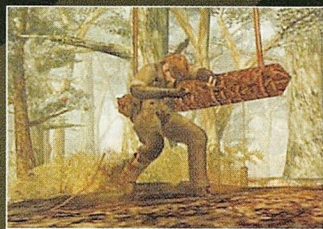
- Level by Level Walkthroughs
- Weapons Essentials
- Know Your Enemies
- Multiplayer Tactics

tips
hints and
strategies



ON SALE
January 2005





METAL GEAR SOLID 3

The super-agent takes on the great outdoors... and wins.

We've talked a lot about *Metal Gear Solid 3: Snake Eater* in the mag; chances are, so have you. Of all the games we've seen this year, *Snake Eater* is the one we've been most concerned about, the one we thought might just fall flat on its arse. Would the new changes to gameplay fatally unbalance the game? Would the jungle really look that good? Would it, in short, deliver? Now that we've played it through, it's good to say that yes, it is awesome; no, it doesn't fail in what it attempts; and yes, it even tells a better story than *Metal Gear Solid 2*. Here's why.

MAKE LIKE A TREE

Chances are that although the first couple of hours of play are taken up with a lot of scene-setting, character-establishing cut-scenes, you'll be aching to explore the jungle itself. At first, everything seems different, alien, but as you progress you'll

realise that there are a lot of similarities to the old titles in the series. Although the jungle takes up a large portion of the gameplay, don't expect a change in the fundamental way that *Metal Gear* works. This is still a top-down game at its heart, and you'll still be viewing the action from above as Snake crouches in the grass, climbs trees and does his best to evade the rather more exploratory guards. As such, it means the camera is a bit more of a problem than it used to be when Snake was only stuck in linear corridors and square rooms.

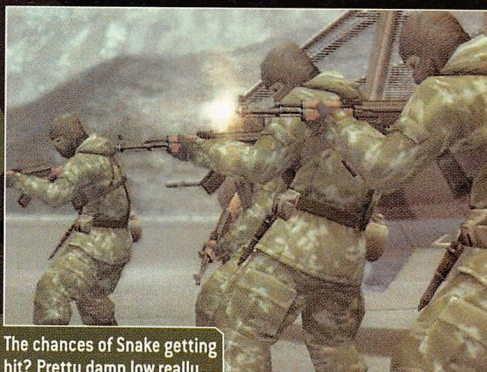
While you do have some limited control over the camera, it's not easily configured, and you can sometimes lose sight of Snake's goals when he's exploring some of the rougher terrain. And this, more than anything else, reminds you that while the trappings of *Snake Eater* are sleek and damn near perfect, and the gameplay is often

GAME DETAILS

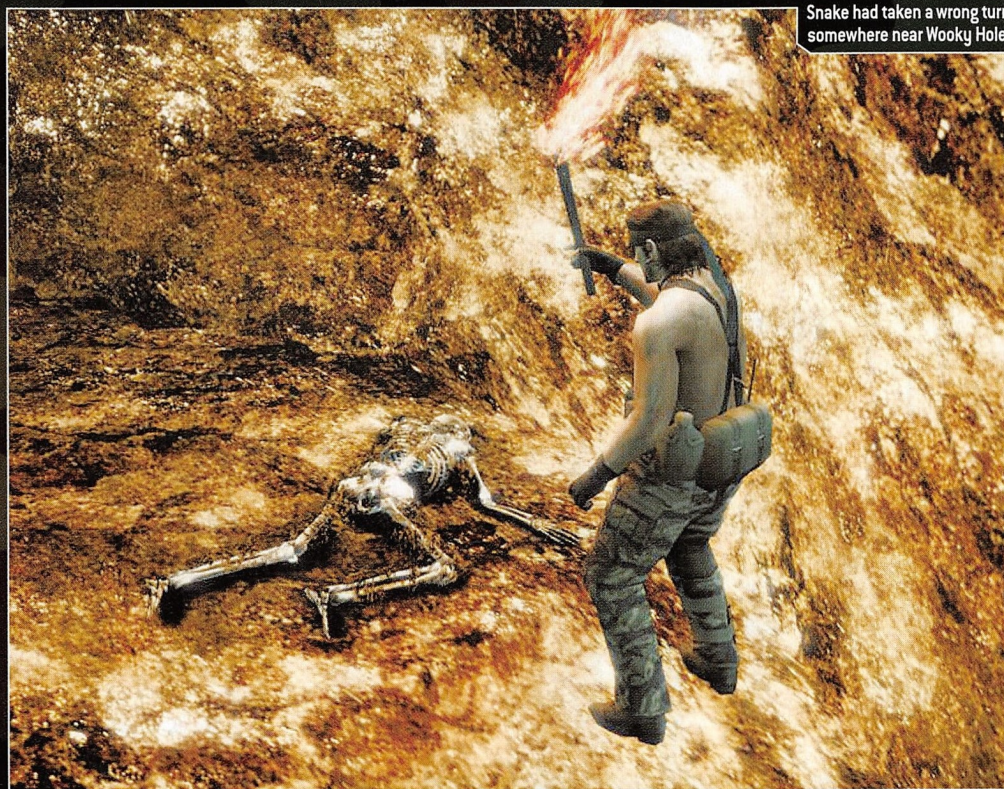
PUBLISHER:	KONAMI
DEVELOPER:	KONAMI
OUT:	MARCH
PLAYERS:	1
ONLINE:	NO



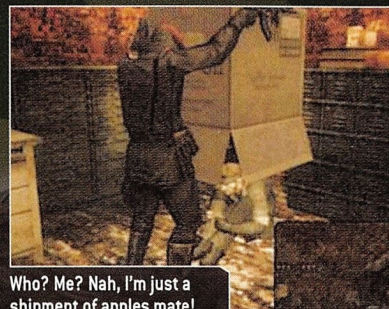
The Pain: nothing if not well named. Controls bees. Really.



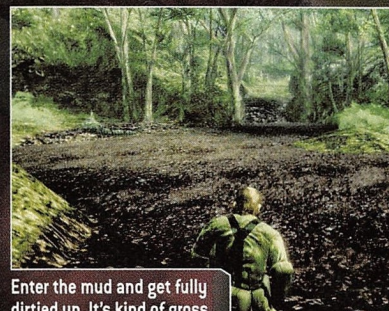
The chances of Snake getting hit? Pretty damn low really.



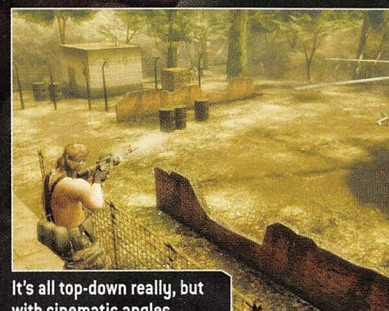
SNAKE HAD TAKEN A WRONG TURN SOMEWHERE NEAR WOOLY HOLE.



WHO? ME? NAH, I'M JUST A SHIPMENT OF APPLES MATE!



ENTER THE MUD AND GET FULLY DIRTIED UP. IT'S KIND OF GROSS.



IT'S ALL TOP-DOWN REALLY, BUT WITH CINEMATIC ANGLES.



WANT TO KNOW WHO HE REALLY IS? WE WON'T SPOIL IT FOR YOU!

sublime, it's still oddly old-fashioned. But it's simply unfair to compare *SNAKE EATER* to any other third-person game: the core of the *Metal Gear* series is hide and seek in a series of self-contained environments, and really *SNAKE EATER* is no different. And this just doesn't work unless you have a view from the top.

POINTS OF VIEW

The biggest change in gameplay terms is actually the lack of a radar. You'll no longer get a simplified picture of your surroundings in every room with information on where every single enemy is looking. Now this isn't as serious as it sounds, because you have several communications items that help you spot

enemies. But make no mistake: you won't be able to simply glance at the corner of the screen to check out where enemies are any more. The result is that gameplay is inevitably slowed down. You'll find yourself stopping as soon as you reach a new area and scanning the horizon in first-person mode, even if you aren't hearing the telltale 'ping' from your detector. It's by no means an unpleasant way to play – it arguably puts you right in the middle of the action.

The missing radar means that other areas of gameplay have been cunningly tweaked too. We're used to getting spotted being tantamount to a 'game over' screen, but even in fairly open areas, it's not too

WHO'S THE BOSS?

The people who'll be messing up your jungle journey most.

THE BOSS

She's hard as nails... and we mean hard. Much of Snake's mission is tied up with her, and it's no surprise to find that The Boss is Snake's mentor. They're almost as close as family... or are they?



VOLGIN

The real villain of the piece, rogue Russian colonel Volgin's attacks are flurries of electricity, which is why he's known as 'Thunderbolt'. Why does everyone in the *MGS* games have at least three names?



THE FURY

The Fury is a hideously burnt Russian cosmonaut who uses a flamethrower to destroy his enemies. Actually, he's one of the less grotesque enemies you'll fight...



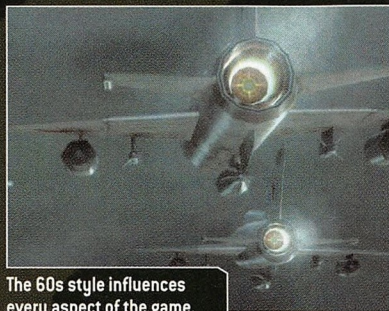
OCELOT

The grey-haired mercenary of the first two games is a whey-faced youngster in this one. Snake and Ocelot have a bickering relationship but that doesn't mean they don't hate each other with a passion.





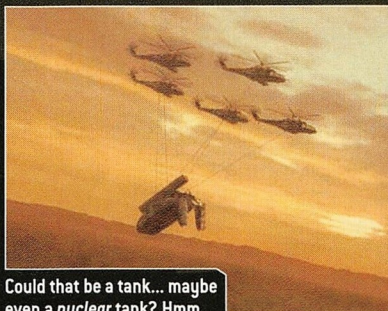
You'll need all the tech you're given if you want to survive.



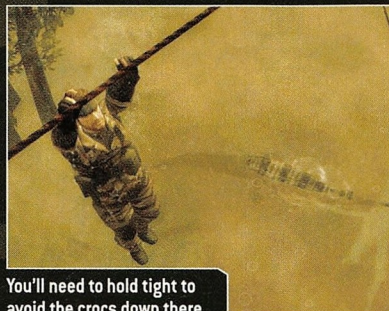
The 60s style influences every aspect of the game.



Don't mess with The Fury. Why? Just have a look!



Could that be a tank... maybe even a nuclear tank? Hmm...



You'll need to hold tight to avoid the crocs down there.

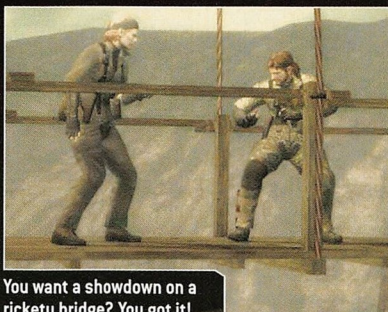


Don't try and second-guess The Boss. She's way ahead.

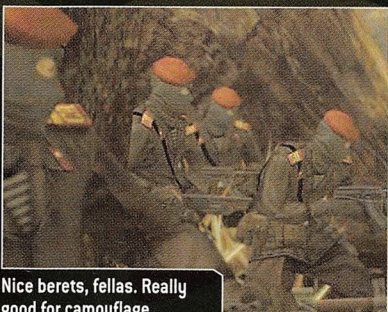
hard for Snake to take a couple of hits and scamper off into the undergrowth without alerting every guard in the jungle. And we'd be lying if this didn't mean that the tension is lessened a bit, especially when you learn to use the Close Quarters Combat system to take enemies down noiselessly. But it also adds a genuinely new feel to the game, too: instead of feeling like a defenceless sneak, you're transformed into a hunter of animals and men alike.

JUNGLE GYM

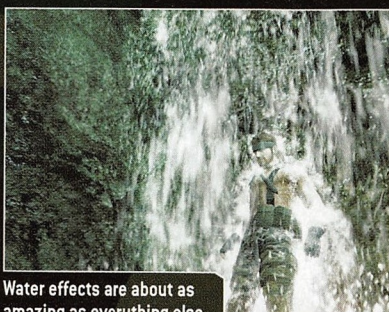
And a-hunting you will go, to keep your stamina bar up and lessen the risk of running slower and having your hand shaking like a leaf while you're aiming. Once you've figured out the fairly straightforward mechanics behind hunting for food, it becomes a kind of in-game hobby rather than a chore. There's



You want a showdown on a rickety bridge? You got it!



Nice berets, fellas. Really good for camouflage...



Water effects are about as amazing as everything else.

"Like any good game, it changes your expectations for future titles: we won't be able to believe in any jungle that doesn't come equipped with wildlife after this."

something immensely pleasurable about killing an animal and seeing it turn into an oh-so-precious ration box right in front of your eyes, like you've really created something from nothing.

We have to commend the way every last bit of wildlife has been perfectly recreated. The smooth, sinister undulation of a killer croc, down to the haphazard leaping of the smallest frog, to the smooth and undeniably animal-like movement of the snakes... it's all been admirably fashioned, and adds immensely to the experience of being in a living environment. Like any good game, it changes your expectations for future titles: we won't be able to believe in any jungle that doesn't come equipped with wildlife after this. And as for the looks... we hardly need to tell you how stunning it all is. You can't roam anywhere you like, but the areas are often much bigger than the largest places in previous *Metal Gear Solid* games, and they always look stunning.

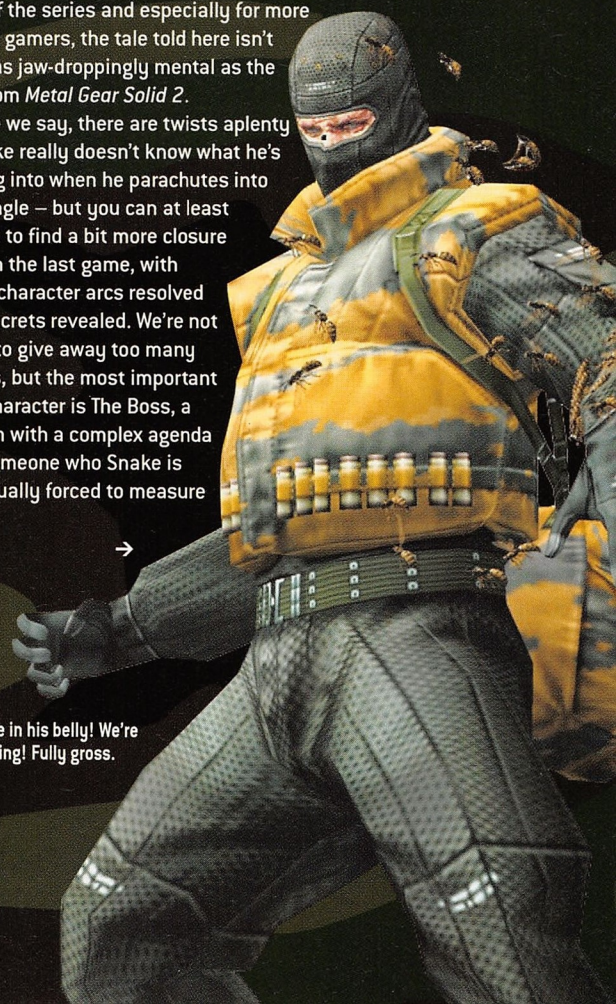
SNAKE TALES

Of course, *Metal Gear Solid 3* isn't just a game, it's a story too. A story with more twists than the snakes you kill and stuff in your backpack, in fact. Fortunately for loyal fans of the series and especially for more casual gamers, the tale told here isn't quite as jaw-droppingly mental as the one from *Metal Gear Solid 2*.

Like we say, there are twists aplenty – Snake really doesn't know what he's getting into when he parachutes into the jungle – but you can at least expect to find a bit more closure than in the last game, with major character arcs resolved and secrets revealed. We're not going to give away too many details, but the most important new character is The Boss, a woman with a complex agenda and someone who Snake is continually forced to measure up to.

→

Bees live in his belly! We're not kidding! Fully gross.





WARNING: SPOILERS!

Hold this page to the mirror to completely spoil *Snake Eater*...

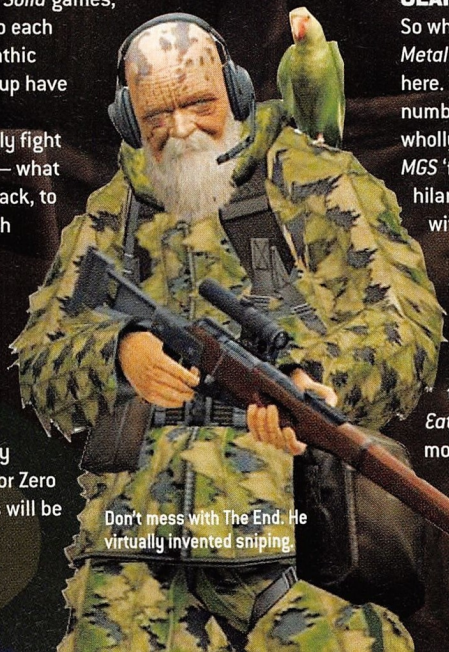
The Boss, who seems to be a traitor, is working for the US after...
You definitely play as Big Boss, the man who Snake was cloned from.
Metal Gear Solid 2's Patriots took over from The Patriots, a more benign group.
The Patriots' leaders...
Even a shy sentry of China, as Snake finds out in his mission.
The mission is to kill the man who turned the game into a war. He's only given the mission because of the game, when he's a good guy and he's not a bad guy.
The Boss is originally sent to the jungle to get beaten up by The Boss, just to prove her trustworthiness in the eyes of the US.
Most importantly, the boss is not a bad guy.



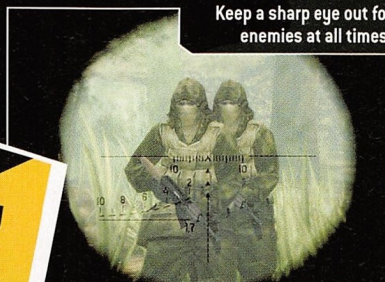
Monkey chasing is a worthy extra with some fun touches.

MAN ON A MISSION

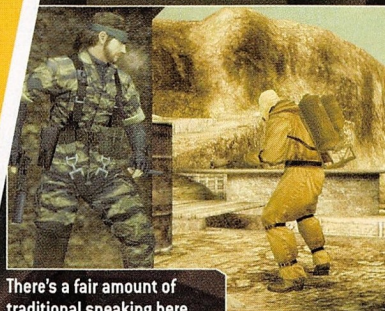
What's very clear from the outset is that the usual *Metal Gear* quality threshold has been raised even higher. The main difference with the *Metal Gear* series, and the reason each new play area is carefully packed between cut-scenes like fine china, is that every single individual mission has been designed to the highest level. This is probably most obvious in the boss battles. Like previous *Metal Gear Solid* games, there's no one solution to each encounter. The psychopathic minions of the Cobra group have powers that reflect their personality. From an early fight with The Pain, who uses – what else? – killer bees to attack, to your later showdown with sniper master The End, you'll find yourself approaching the bosses tactically rather than just wading in. Some approaches will be obvious, and often supplied by your plummy English commander Major Zero via your headset. Others will be downright obscure, but



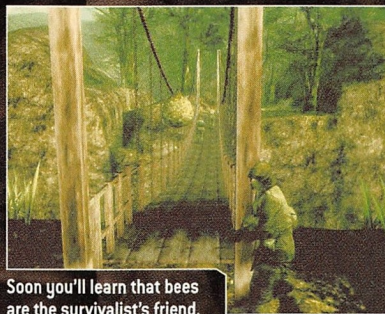
Don't mess with The End. He virtually invented sniping.



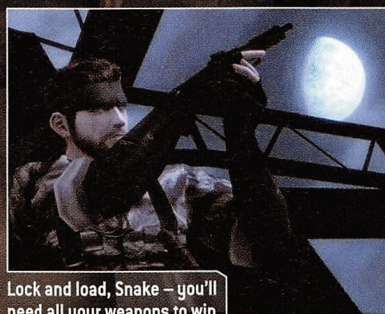
Keep a sharp eye out for enemies at all times.



There's a fair amount of traditional sneaking here.



Soon you'll learn that bees are the survivalist's friend.



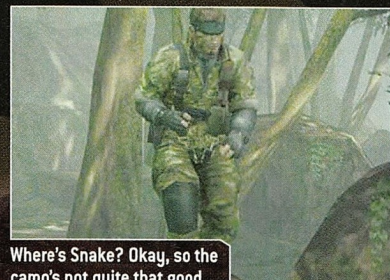
Lock and load, Snake – you'll need all your weapons to win.

rewarding nonetheless.

GEAR AND LOATHING

So what are our true feelings? Well, any *Metal Gear* purist will love what's on show here. There's no doubt about that. The sheer number of sly references and in-jokes is wholly unexpected, and the indefinable *MGS* 'feel' is here in spades. Even the hilarious Ape-catching extra mode is alive with it.

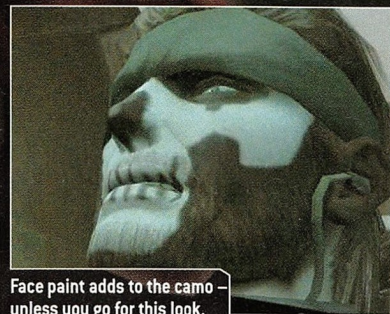
The story's not quite as convoluted and the graphics are never, ever short of stunning, whether you're crawling through a damp, frog-infested tunnel or taking on the might of the Shagohod tank. Essentially, *Snake Eater* is an awesome game by even the most demanding standards. It refines the formula more than it pushes boundaries, but does it so well that this in itself feels kind



Where's Snake? Okay, so the camo's not quite that good.



Even the trees are looking pretty damn impressive.



Face paint adds to the camo – unless you go for this look.

of revolutionary. The whole time you're playing this game, you *know* that it isn't groundbreaking... but you can't help but *feel* like it is.

Perhaps *Snake Eater*'s greatest achievement for games in general is this: it makes it very clear that making an organic environment like a jungle is not merely a case of changing colours, textures and maps. It's a lush, chaotic place out there in the real, natural world, and computers are just at the very edge of starting to replicate what that's like. *Snake Eater* does it so much better than anyone else. Mr Kojima, creator of *Metal Gear*, we salute you. You've taken the time and used the your skills to create an amazing, absorbing action title with more than just skin-deep intelligence. Have a slice of frog.

/ JOFF BROWN

PSW VERDICT	
UPPERS	DOWNERS
➤ Heart-stoppingly tense	➤ Camera's not perfect
➤ Genuinely innovative	➤ Gameplay's top-down
➤ Great story	➤ Can get slightly silly
GRAPHICS	Superbly stylised, amazingly atmospheric 10
SOUNDS	Swelling score, punchier dialogue 8
GAMEPLAY	Same as before at heart, but brilliant 10

As finely crafted and luscious as any game ever, this is a premium slice of action gaming we can heartily recommend to everyone.

9



Jak's dark eco powers unleash all manner of evil.



Use these TaunTaun-like beasts to get around quickly.



The buggy physics make vehicle-based combat a blast.



Jak's had a bit of a trim, but gets a green goatee.



Now this is what we call a proper garage.

JAK 3

Jak returns with a quirky, colourful, shoot 'em up buggy-racing platform adventure.

GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	NAUGHTY DOG
OUT:	NOW
PLAYERS:	1
ONLINE:	NO

Beneath the endearing, comic book looks of *Jak 3* lurks an epic quest that's as hard-as-nails. With relentless action and varied tasks it's undoubtedly great fun to play, but easy it most certainly isn't.

The story, to cut a story-in-itself short, carries on pretty much from where *Jak II* left off. A year has passed since Jak and Daxter 'saved' Haven City, but in that time the city has once again come under attack from the Metalheads and their allies. Vast swathes of the city have already been over-run and after a devastating attack sends the city palace tumbling, Jak – whose dark powers are viewed with deep suspicion – is thrown out of Haven City by order of the High Council, and banished to the barren Wastelands, where he's left for dead.



You're free to roam around the city and explore its secrets.

WONDEROUS WASTELANDS

This huge open-ended desert-like expanse is five times the size of Haven City. Hidden between the sand dunes, rocky outcrops and mini-mountains there are all sorts of unexpected places that you'll encounter as the game progresses; mountain temples, volcanoes and underground labyrinths being but a few. Although *Jak 3* is mission-based, there's plenty of opportunity to explore the open-ended environment of the Wastelands and discover hidden secrets. It's hardly on the scale of *GTA: San Andreas*, but there is fun to be had exploring and mucking about, especially in one of the heavily-armed buggies, where an improved physics model makes for some interesting off-road shenanigans and random battles.

Since this is the final game in the trilogy, there are plenty of unresolved issues to tie up. The mysterious Precursors and their relationship to Jak's eco powers are finally explained and Jak even receives some cool new 'light' eco powers from them, such as healing and flying, to compliment his more destructive 'dark' ones.

In addition to the grand plot and great visuals, *Jak 3*'s biggest strength is its varied approach to gameplay. From mission to mission you'll hardly ever be asked to do

the same thing twice in a row; one minute you'll be jumping and shooting your way through an underground volcano with an impressive array of upgradeable weaponry, the next you'll be duelling with Metalheads in a souped-up buggy on the Wasteland sands. It's an addictive formula because you'll always want to know – and be surprised by – what your next mission entails. It's a hard game to put down.

We were easily won over by *Jak 3*'s addictive gameplay, variation and overall charm, and think you will be too. On this evidence it's a shame that this is the last game in the series. Time for a prequel?

/ AUDLEY JARVIS

PSW VERDICT

UPPERS

- Varied gameplay
- Great vehicle physics
- Cool graphics, big story

DOWNERS

- Hard-as-nails in places
- Some of Daxter's lines
- It's the last in the series

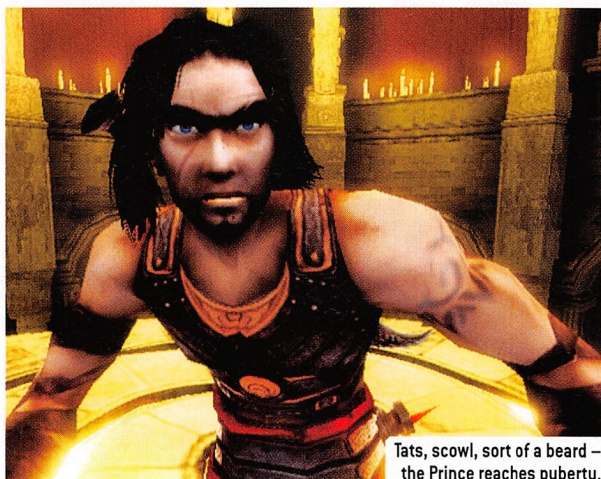
GRAPHICS Bright and cheerful cartoon style **8**

SOUNDS Good voice acting throughout **7**

GAMEPLAY Hugely varied and challenging **9**

Naughty Dog has saved the best until last. Although tricky in places, there's no denying the charm or addictive gameplay of *Jak 3*.

8

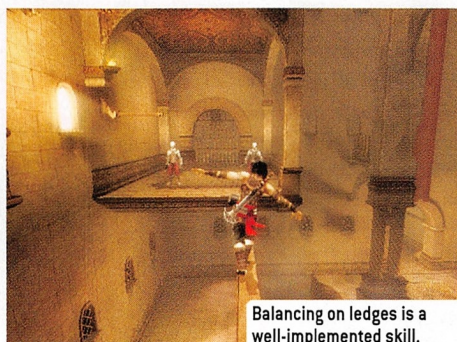


Tats, scowl, sort of a beard – the Prince reaches puberty.

Attitude. See? Even when he's hanging, he's hanging tough.

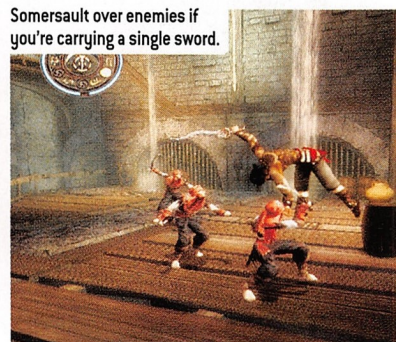


The castle environments are all as massive as ever.



Balancing on ledges is a well-implemented skill.

Somersault over enemies if you're carrying a single sword.



GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: UBISOFT
OUT: DECEMBER
PLAYERS: 1
ONLINE: NO

PRINCE OF PERSIA WARRIOR WITHIN

The agile aristocrat gets an attitude adjustment. But can he fulfil his eastern promise?

There are two types of video game sequel. Type one: the re-invention, where the key elements are utterly changed for the better by adding features that take you into a whole new world of gameplay. Think *GTA: San Andreas* and *Burnout 3*. Type two: the remix, which merely involves a bit of a graphical makeover, a set of new locations and a few new moves. Think *WWE: SmackDown! Vs Raw* and any sports game with a year in its title.

Prince of Persia Warrior Within is, without doubt, a remix. It's just one year

since the previous game scored 9/10 in these pages. That isn't really enough time for a game to be completely re-invented, so it's not surprising that the original *Prince of Persia*'s killer mix of fighting and jumping hasn't been tinkered with all that much.

IT'S GOOD TO BE PRINCE

After all, *Prince of Persia* wasn't broke, so they didn't need to fix it; we loved the fact that it took pixel-perfect jumping and made it both accessible and fun. *Warrior Within* retains a lot of the charm of that game, with the action moving seamlessly between negotiating all manner of traps and platforms to dealing out death to sand-zombies. In fact, the fluid fighting mechanism's even more stylish. Hammering the square button results in all manner of impressive deaths for any nearby enemies. Crucially,



Cool and deadly: the dark Prince.

you'll always feel in control of the Prince, no matter what acrobatics he's up to and regardless of how complicated the move you need to make is.

But they've gone and given His Majesty a bit of a character change. Gone is the naive youngster of the first game. In his place, there's a positively nasty fella obsessed with gloating over his enemies and doing whatever it takes to survive. At least that's the theory.

In fact, making the Prince all dark and frowny changes absolutely bugger-all. It doesn't even really alter the impressive cut-scenes, mostly rendered with in-game graphics. Sure, the Prince calls a



The subtle lighting effects contrast with the brutal moves.

A link to the past

When the Prince moves back in time, it completely changes each level.

Enter the **past** and the castle is filled with life and light. The soft lighting and opulent interiors reminded us of the first PS2 *Prince of Persia*.

The new, ever so slightly darker *Prince* is much more likely to run into moving traps and living, deadly enemies in the castle's past.

PAST



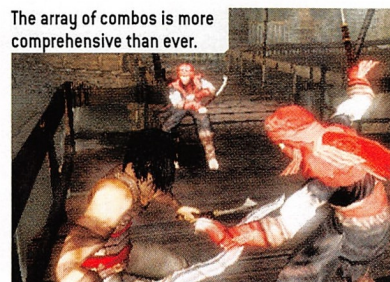
PRESENT



In the **present**, the castle's nothing more than a ruin. Negotiating the crumbling edifice is going to take considerably more time here.

Although some switches remain, you'll be mostly relying on agility to see you through the more barren and empty rooms and corridors.

The array of combos is more comprehensive than ever.



Fights look more complicated than they actually are.



Three enemies? That's just a walk in the park for the Prince.



A healthy dose of bosses like this one add to the game.

“You’ll always feel in control of the Prince, regardless of how complicated the move you need to make is.”

female fighter a “bitch” in the early part of the game. But we’re not talking *Manhunt* levels of sadism here. The superficial makeover is really here to attract gamers who thought all the first game’s Arabian-nights embellishments were a bit too girly. The buxom-lady count’s been upped as well, which will cause grins or groans, depending on whether you believe buxom beauties actually enhance a game or not.

ENTER SANDMAN

The first game was awash in atmosphere, but that’s been tweaked as well. The mystical ambience that filled the first *Prince of Persia* has degenerated into a kind of moody darkness. The result is a loss of the original’s seductive tone, replaced by a palette of greys and blacks. Again, it’s part of the new ‘darker’ feel, but it does take something away from the impact of

the still-gorgeous visuals. While you’re exploring the derelict ruins of the massive Castle of Time, it’s oppressive, but travel back into the past and you’ll get a much more elegant version of the same rooms, back when they were in their prime.

There are a few surprises in store for the Prince on this outing. He’s trying to evade his destiny by stopping the Sands of Time from being created and save himself from the inexorable Dahaka; a creature designed to destroy those who cheat the laws of fate. At certain points, he’ll be able to warp from the ruined castle in the present to the living castle in the past, changing the familiar rooms and sticking entirely new challenges in your way. We won’t spoil the progression, but let’s just say things don’t quite pan out as you’d expect. If you think the Prince has changed for *Warrior Within*, wait until you see him by the end of the game... →



The toughest fighters are the ones almost as agile as you.



The Sandwraith. Let’s just say his fate’s bound to yours.



Enter the gardens and you'll finally see some greenery.



Shahdee's an early opponent with a host of nasty attacks.

The sand zombies don't need to be stabbed to die now.



To beat these warriors, you'll need to time your jumps.



But it's the gameplay that grabbed us first time round, and it's the same here. Simply moving around the vast spaces is thrilling, and the complex controls rarely feel stilted or annoying. It's a hard-hearted gamer who doesn't appreciate the thrill of a random fight that appears as perfectly choreographed as any of Jet Li's kung fu showdowns. And in a much-needed change from the previous game, some varied bosses break up the action, although like their surroundings they're annoyingly monochrome. Chief amongst them is the Dahaka, an



It wouldn't be *Prince of Persia* without those spikes, eh?

You're not the boss of me

An infusion of bosses adds to the action in *Warrior Within*.



BRUTE

To destroy this stone-clad monster, you'll have to climb on its back, avoid those massive fists and stab it in the neck.

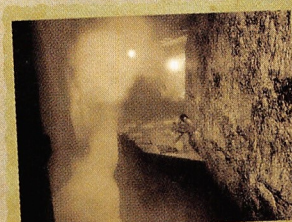
Any good? A lot of personality means he's actually fun to fight.



GRYPHON

Fighting is tough when you have a flying half-lion, half-eagle going for your throat. Why is that not so surprising, eh?

Any good? Keeps you on your toes avoiding multiple attacks.



DAHAKA

The shadowy figure behind the Prince is his unstoppable nemesis, leading to several spectacular escape set-pieces.

Any good? Gives *Warrior Within* a much-needed adrenaline shot.



unstoppable foe who serves the same purpose as *Resident Evil's Nemesis*: to get you running like an athlete through ever more challenging obstacle courses, evading the monster's grasp. These set-pieces add a dash more pace to what can be a stop-and-start affair, with the Prince rarely in danger until he chooses to attack the enemies ahead of him.

THIS TIME IT'S PERSIAN-AL

But suddenly, the teething problems from the first game seem a whole lot more annoying now. The camera's a big one, for a start. It's free to move round while you're in open spaces, but there are times when it sticks needlessly to one view when you're jumping from platform to platform. This would be just fine if it always pointed out the next step in your journey. But there are a few painful times when the camera doesn't let you see the next step.

And there are times when you'll round a corner and get cut up by enemies or flattened by traps as the camera gets caught on the wall in front of you. Because *Warrior Within* only ever gives you one solution to every platform puzzle, you'll spend more time searching every cranny for the next platform instead of simply using your skills to get through. And while we're bitching, occasionally flipping back and forth in time to complete the same areas can feel a bit repetitious. Add in the fact that the present day's empty and ruined castle is portrayed in glorious grey-o-vision, and it can add up to some rather,



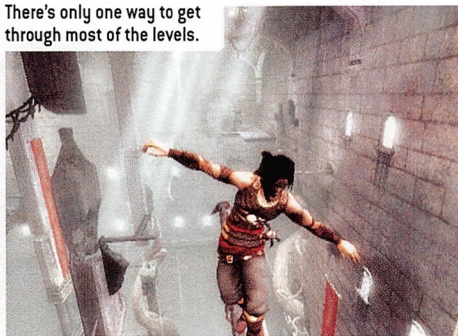
Travel into the past, and the castle appears in all its glory.

We were looking at the swords. No, we were!

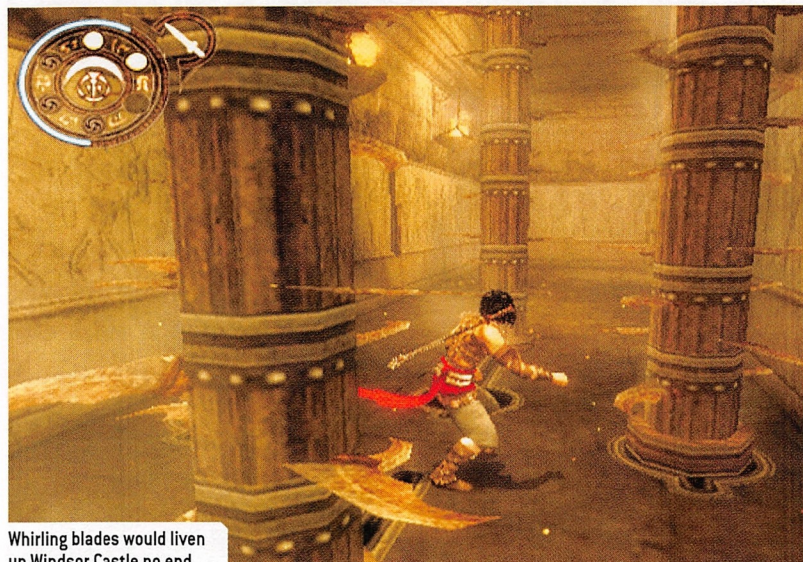
This is a fight. No, they're not going to kiss. Shut up.



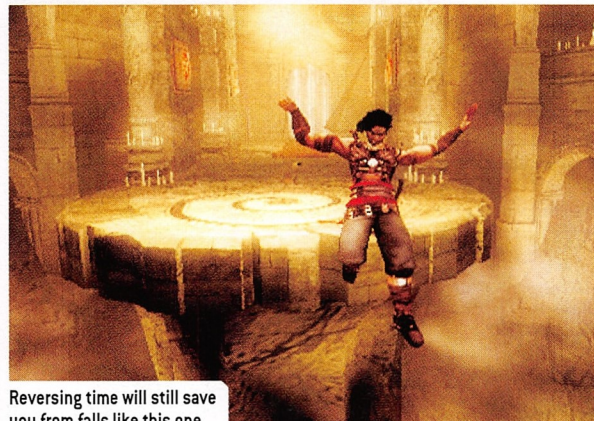
There's only one way to get through most of the levels.



Sword-swiping on walls isn't a problem for the Prince.



Whirling blades would liven up Windsor Castle no end.



Reversing time will still save you from falls like this one.



Single enemies rarely take more than seconds to kill.



Notice the dust falling from the plank? Fantastic detail.



Our money's on the stone bloke rather than the ponce.

"The graphics and gameplay still beat the vast majority of action games out there. Yes, even the grey bits."

how can we put this nicely? Well, drab-looking environments. There, we said it.

GRIT EXPECTATIONS

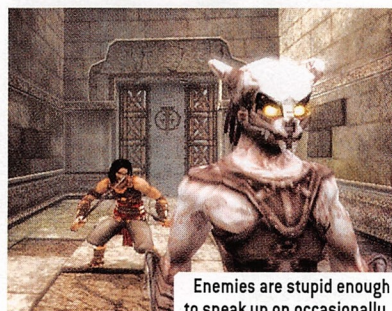
We've done a fair bit of complaining here, but it's only because we're in love with the series and we feel it deserves the very best. And in design and technical terms, the graphics and gameplay still beat the vast majority of action games out there.

Yes, even the grey bits. Like the first game, it's a jaunt you'll probably only want to play through once, but as long as you're prepared to endure hours of joypad-smashing frustration to reach the next save point (which is kind of what platform games are about), you'll get a lot out of the immense 3D play park here.

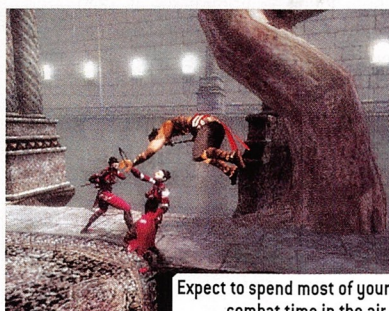
It's hard to sum up *Warrior Within*. On the one hand, we hope it brings the *Prince*

of *Persia* series to a wider audience. On the other hand, we can't help thinking newcomers would do better to stick to the brilliant first title, with its gradual difficulty curve and flawless, atmospheric design, before graduating to this. And some of those who've already tasted the Prince's heady delights might be a little disappointed – this feels like a collection of new levels and bosses rather than an honest-to-God sequel. Like we said before, call this one a remix.

/ JOFF BROWN



Enemies are stupid enough to sneak up on occasionally.



Expect to spend most of your combat time in the air.

PSW VERDICT

UPPERS

- Jumping's still great
- Fighting's better
- Story's pretty good

DOWNERS

- Infuriating at times
- Same gameplay
- One solution to puzzles

GRAPHICS Detailed, atmospheric, but a little bleak 8

SOUNDS Strident audio, decent acting 8

GAMEPLAY Fast, fluid, fun, occasionally infuriating 8

Everything we loved about the first game is here, but not enough has been added to enhance it. Still great, but could have been better.

8

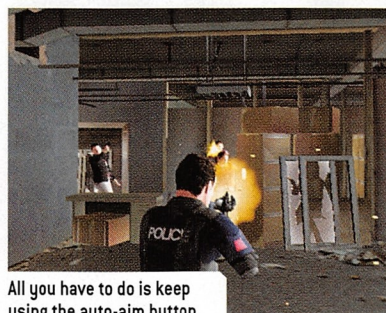


Shoot the driver so that he loses control of his vehicle.

Smashed windows is about all the damage you get.



Drive into them slowly and they'll roll over the bonnet.



All you have to do is keep using the auto-aim button.



It's actually harder to avoid them than knock them down.

GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	SONY
OUT:	NOW
PLAYERS:	1
ONLINE:	NO

THE GETAWAY BLACK MONDAY

Roll out the barrel, we'll have a barrel of fun. Won't we?

Welcome to 'Cockneyland' – a city where the residents can't string a sentence together without dropping in a few four-letter words, where no one bats a smog-encrusted eyelid at a multiple hit and run incident on the busiest shopping street, and where the police get away with committing more crimes than the crims.

You'd create a more convincing depiction of London than *The Getaway Black Monday* if you drew a picture of a red double decker bus driven by Dick Van Dyke travelling down



Bats and truncheons will do until you find a gun.

a cobbled, fog-shrouded street populated with salt-of-the-earth market traders and a sooty-faced street urchin shouting, "Oi! Governor!"

The forced gritiness is only part of *The Getaway Black Monday's* problems, chief of which is the utterly risible script. The dialogue is delivered by actors who would struggle to make it past the first audition for any number of shite British gangster films, while every attempt to turn the characters into hard cases only makes them sound as intimidating as Dot Cotton in *EastEnders*. It's as if all the swear words in the script were underlined and the actors were forced to spit them out like Frank Butcher – they definitely don't sound in any way natural.

PULP FICTION

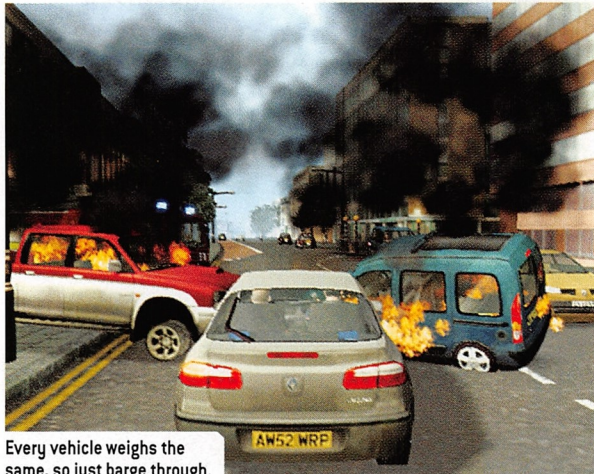
And that's a waste, because the way each character's story runs simultaneously and sometimes intersects is actually pretty neat. The first eight chapters follow ruthless

Oi! You! Yeah, you! Watchulookinat!?





It's better to ram into other vehicles than use a gun.



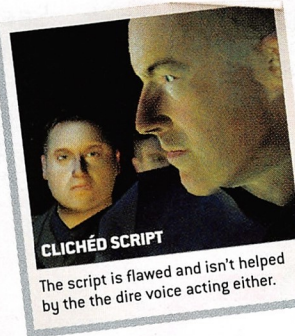
Every vehicle weighs the same, so just barge through.

cop Mitch as he tracks down and rescues a journalist from Latvian gangsters, before switching to petty thieves Eddie and Sam who get caught up with the same thugs. Significant events are replayed from a different perspective, and on other occasions some of Eddie's missions begin immediately prior to or after some of Mitch's earlier missions. As a collection of well-produced, cinematic cut-scenes, the game certainly delivers.

Unfortunately, *The Getaway Black Monday* is let down by a great deal of what comes in between them. There's an almost obsessive belief that the game should be as realistic and as cinematic as possible, and it's frequently to the detriment of the gameplay. Dispensing with the usual health



This is probably the only time that the violence is glorified.



CLICHÉD SCRIPT

The script is flawed and isn't helped by the dire voice acting either.

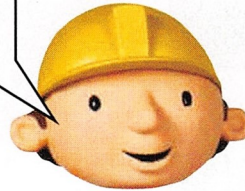


NO GAMING CONVENTIONS

Tying to play without a proper interface is suspect to say the least.

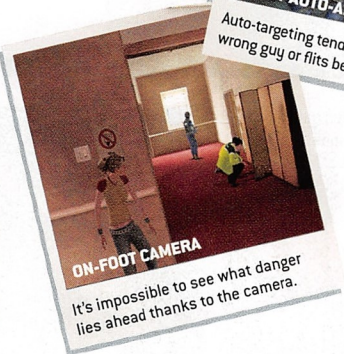
CAN WE FIX IT?

No Bob, apparently not.



DRIVING NAVIGATION

No map and no road signs mean you still depend on the indicators.



ON-FOOT CAMERA

It's impossible to see what danger lies ahead thanks to the camera.



DODGY AUTO-AIMING

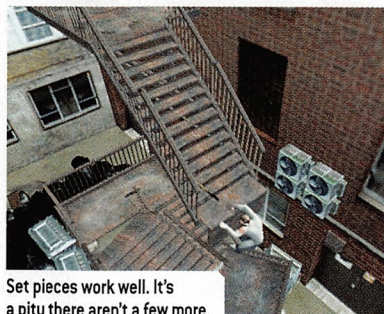
Auto-targeting tends to choose the wrong guy or flits between two targets.

“You’d create a more convincing picture of London if you drew a double-decker bus being driven by Dick Van Dyke down a cobbled, fog-shrouded street.”

meter, on-screen map and every other kind of gaming convention is admirable in theory, but to then have your character heal himself by leaning against a wall until the blood patches miraculously fade from his clothes is just nonsense. Equally stupid is finding your way around London by watching your vehicle's flashing indicators rather than using the road signs. Of course, if you already know London like a black cab driver you're unlikely to find navigation much of an issue.

KEEPING IT UNREAL

Minor graphical issues and bugs throughout are symptomatic of the overall sloppiness.



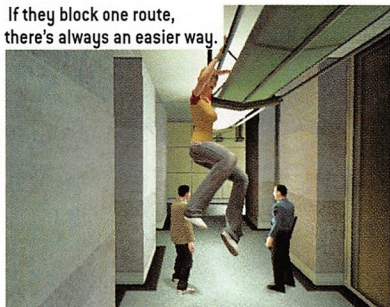
Set pieces work well. It's a pity there aren't a few more.

The same could be said of the original, but back then the game was rush-released; there's no such excuse here. Want examples? Parts of characters' bodies slip through solid objects. The car you end up driving at the end of a mission turns into a completely different vehicle for the following cut-scene. When your character rests against an object other than a wall, his arm looks like it's dangling in mid-air. We could go on, but there really isn't space.

Worst of all (like the first game) are the on-foot missions. The camera is hopelessly unfriendly, swinging back to centre around your character whenever you try to look left or right. As such, simple tasks like getting through a doorway become a marathon struggle. By the time Sam's tricky stealth missions come around you'll have had enough of trying to wrestle with the camera. In third-person stealth games it's crucial that you're able to move the camera freely to see what's around a corner, even more so here since Sam is unable to defend herself if she's spotted. And with no map or radar to guide you, it's a case of trial and error whether one turning will lead you right into the path of an enemy.



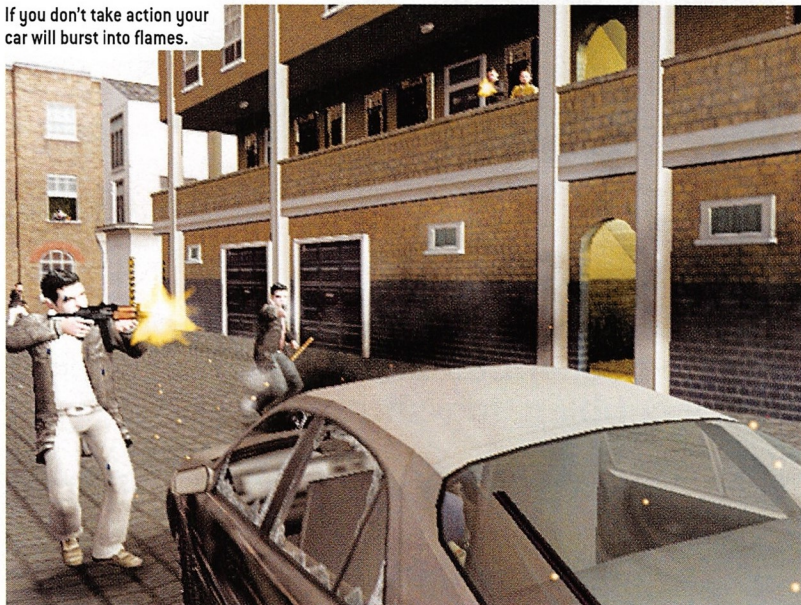
If they block one route, there's always an easier way.



The interiors look pretty good, but they don't help the camera.



If you don't take action your car will burst into flames.



Get back in your vehicle and follow that chopper.



TOURIST TRAP

See these amazing sights when you visit London. Don't forget to pack a camera.

KING'S CROSS

Police brutality on a rough council estate!



HOLBORN

A hostage situation on the Underground!



SOUTHWARK

A shoot-out at Larry's Snooker Hall!



SHOREDITCH

A massacre at a boxing club! And some shooting.

More missions like this would have gone down a treat.



“Levels quickly settle into a boring pattern of holding down the auto-aim button.”

HIT AND RUN

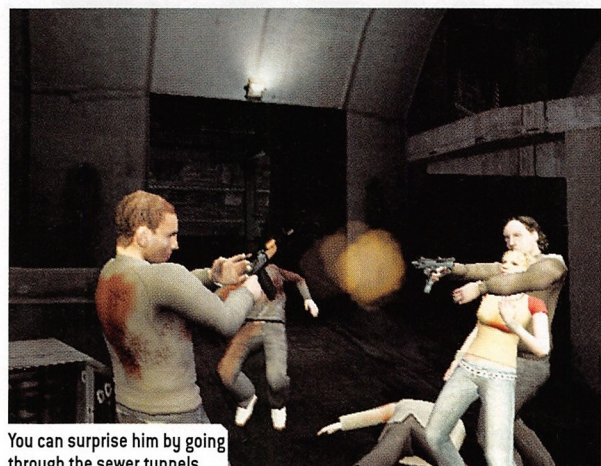
Removing the target reticle is also a bad idea, as in its place you either have to manually aim (impossible) or use the auto-aim to gun down anything that moves (far too easy). Well, we say easy, but the auto-aiming tends to consider an enemy waving his gun in your face as a lesser threat than someone ducking in and out of cover 50 yards away. To make matters worse it'll often switch to another target before you've had chance to finish off the first, leaving two enemies firing at you. Levels quickly settle into a boring pattern of holding down the auto-aim button and firing until everyone is dead before leaning against a wall to rest. It's ironic that all the design decisions that were taken to make the game more realistic only make it more ridiculous and frustrating.

So we should be truly thankful for the driving missions. Sure, they're not perfect;

Arrest them or kill them. It doesn't matter either way.

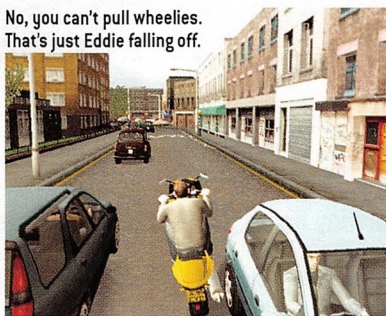


The early mission in the gym is retold from Sam's perspective.



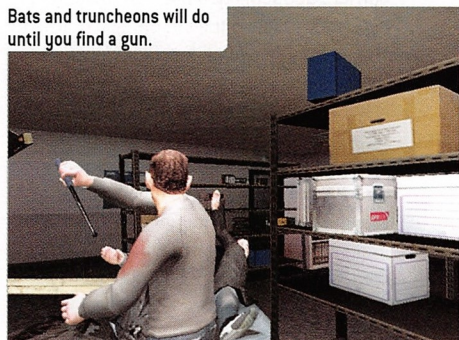
You can surprise him by going through the sewer tunnels.

No, you can't pull wheelies. That's just Eddie falling off.



It's easy to go the wrong way thanks to those indicators.

Bats and truncheons will do until you find a gun.



Sometimes it's easier just to run them all over.



Eddie isn't one for using his brains. He prefers a bat.



the suicidal pedestrians, drivers who never change their driving line, and your passengers who take forever to swap vehicles when the need arises see to that. But the handling and physics have been improved slightly, at least to the extent where the cars don't slide around anymore, and the sheer number of vehicles is very impressive. A few of the missions are genuinely exciting, such as one set just after a gang ambushes your police escort and another in which you ride shotgun. Most driving missions pit you against an invisible clock too, so there's a real sense of urgency to



reach the next target location as quickly as possible. Is it any surprise that the bonus Free Ride, Race, Black Cab and Chase modes prove more fun than the main game?

Such glimpses of how this could have been a solid enough action game are as rare as a line of dialogue being cuss-free. If it's difficult to recommend a game with so many fundamental flaws, it's impossible when you compare *The Getaway Black Monday* to *Grand Theft Auto: San Andreas*. The pair are poles apart in terms of story, script, missions, character development,

scope, ambition – the lot, basically. If Sony really wants to know how to craft the perfect driving/shooting game, those responsible for *The Getaway Black Monday* should spend the next few years playing Rockstar's undoubted masterpiece.

/ JONATHAN TODD

PSW VERDICT

UPPERS

- Interesting story
- Decent driving
- Bonus modes

DOWNERS

- Atrocious script
- Awkward on-foot
- Same problems as the

GRAPHICS Gritty locations, but facades look plastic **7**

SOUNDS Sound quality is good, acting quality isn't **6**

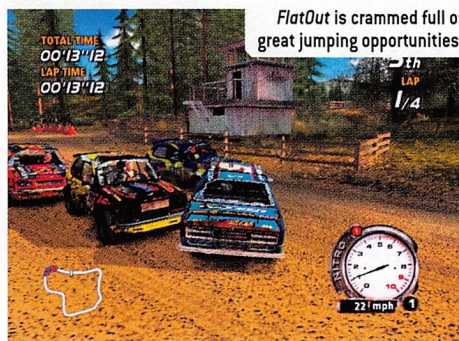
GAMEPLAY Shoot, rest, shoot, drive, shoot, rest **5**

As misconceived as the original, it comes across as a botched attempt at creating an interactive movie. It should've been better.

5



Windscreens don't last very long in *FlatOut*.



FlatOut is crammed full of great jumping opportunities.



Barrel through the opposition or they'll shunt you off.

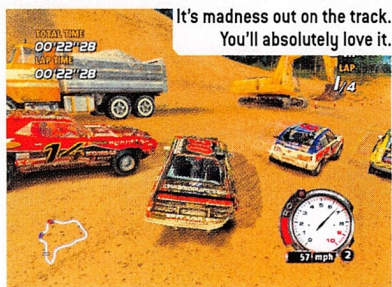
GAME DETAILS

PUBLISHER: EMPIRE
DEVELOPER: BUGBEAR ENT
OUT: NOVEMBER
PLAYERS: 1-2
ONLINE: NO

FLATOUT

Give *Burnout 3* a cowboy hat and a pitchfork and you'd end up with this.

Forget realism. Forget seriousness. Forget playing games and wondering just why you're working your arse off for so little reward. Get *FlatOut* and prepare for the most fun you've had since that day you laughed so much you splurged milk through your nose. It's one of those driving games that tickles all your fun buttons at once, leaving you with a massive grin.



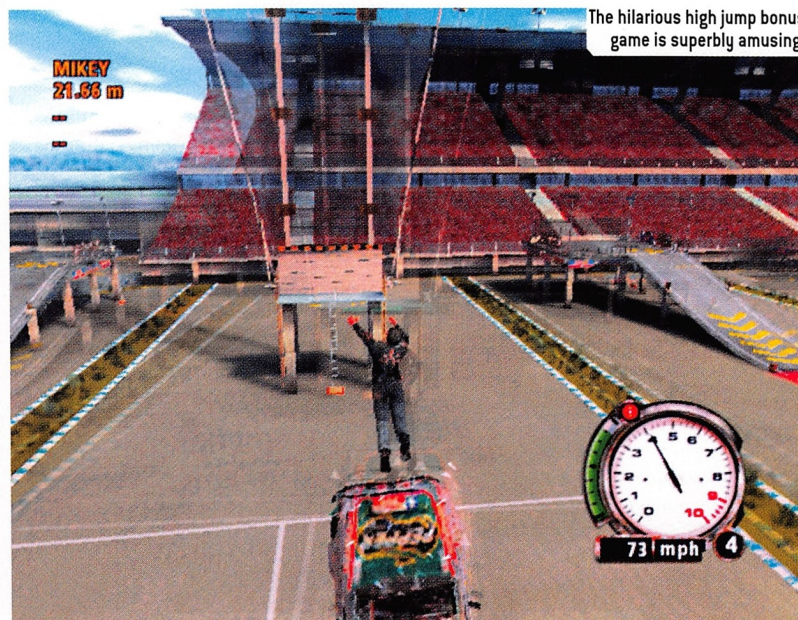
It's madness out on the track. You'll absolutely love it.

FlatOut's endless joy stems from the fact that you can play it however you want to. If it's a straight racing game you're after, *FlatOut* is man enough to challenge the most hardened drivers out there. And if destructive mayhem floats your boat, prepare to sail on the high seas of demolition heaven. The handling's incredibly basic but not without subtleties that you'll discover after time.

DESTRUCTION DERBY

Almost everything in *FlatOut* can be smashed, flattened and obliterated, and there's absolutely nothing to stop you

wandering miles off course in search of things to plough into. With no invisible barriers bouncing you back on track as soon as you leave the circuit, you're free to investigate just what destructible delights the makers have left lying around the locale. It's got nothing to do with the actual racing game and yet the developer has obviously spent ages dotting marquees, stalls, scaffolding and so on way off the racing circuit purely for you to steam into and giggle like a girl as a whole building comes crashing down. Devoting so much time to bits of the game that only a fraction of the players will bother to search out is a



The hilarious high jump bonus game is superbly amusing.



Aggressive opposition cars will show no mercy.

SEATBELTS NOT INCLUDED

Three of the fantastic crashing mini-games *FlatOut* has to offer. You need this in your life.



HIGH JUMP

Mastering *FlatOut*'s mini-games is all about knowing just when to release the trigger to propel your unfortunate little bloke through the windscreen. It's very similar to the javelin in 'Track and Field' type games. Hold down the button, wind up the propulsion and time your release. Seriously painful, but funny as Hell.



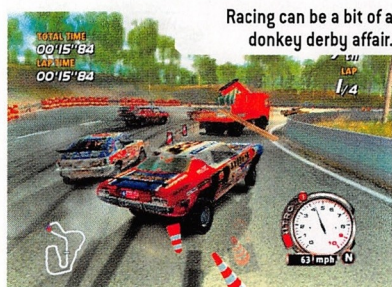
TEN-PIN BOWLING

The best bit about this game is the way your unlucky rag-doll driver scrapes, bounces and tumbles his way towards the pins. Whether you have a strike or not ends up secondary to the amusement you get from watching a little bundle of legs and arms clatter into the pins before ending up a mangled, deformed heap.



DARTS

Try to keep your overpowered beast on track as your pilot heads towards his windscreen-shattering destiny. Hitting the treble twenties is all about aiming your motor then ejecting your bloke at just the right point. After that, sit back and giggle as a twisting, flailing mini man splats into a giant dartboard. Oooooof.



Racing can be a bit of a donkey derby affair.

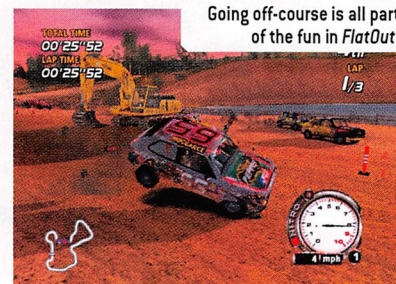


The High Jump mini-game is a pure riot of fun.

"If destructive mayhem floats your boat then prepare to sail on the high seas of demolition heaven."



It's all about the stunts – like trying to jump over JCBs.



Going off-course is all part of the fun in *FlatOut*.

sign of the attention to detail that's gone into making *FlatOut* such a joy to play.

The best thing about this insane level of devastation is that it's woven into the game in the form of a very handy nitro bonus. The more damage you cause while racing the more your nitro meter will fill. Learning when to use your nitro is a whole strategy in itself. With so much power comes great responsibility, or just the opportunity to drive like a loony and cause your driver all sorts of pain. We recommend using it sparingly, with only gentle stabs of the boost button – or you'll find yourself wrapped around a tree before you've had a chance to buckle up.

When you do stack your motor into an immovable object, your unfortunate bloke will be ejected through the windscreen and you'll get to follow his painful plight in slow-

mo as he bounces from bone-snapping tree to limb-mangling grandstand, before being run over by a fellow racer. It sounds sadistic but in practice it's more cartoon-like than gratuitous with your driver's rag-doll body bouncing, scraping and rolling down the road in amusing fashion. 'Ban this sick filth' tabloid headlines do not apply here.

MINI-GAME MADNESS

Realising the genius of this hilarious concept, the developer has incorporated your driver's windscreen-smashing lunacy into a fantastic selection of mini-games that has you battling to throw him furthest, highest and even take part in human ten-pin bowling. Again it's merely a sideshow to the whole Championship racing, vehicle upgrading, handling-tweaking main game and yet it proves to be more entertaining,

challenging and wickedly addictive than many other complete driving games are.

It might not look quite as sexy as *Burnout 3* or be able to match its blistering speed but in every other department *FlatOut* is like its long-lost, straw-chewing country cousin. Off-road racing has never been so accessible or so much fun. It's about time we had a game that successfully combines racing and destruction into a deliciously rewarding whole. This, folks, is precisely that game.

/ MARK SORRELL

PSW VERDICT

UPPERS

- Joyous destruction
- Superb mini-games
- Incredibly competitive

DOWNERS

- Basic handling
- Limited car upgrades
- We're struggling here...

GRAPHICS Incredible detail and car deformation

9

SOUNDS Raucous tunes and growling engines

8

GAMEPLAY Driving has never been so much fun

9

Racing and extreme destruction combine with hilarious mini-games to create a joyous riot of pure, unadulterated fun.

9

Watch out for the gun turrets if you're in a vehicle.



Lead Captain Qwark through a series of crazy mini-games.



Multiplayer deathmatches aren't for the faint of heart.



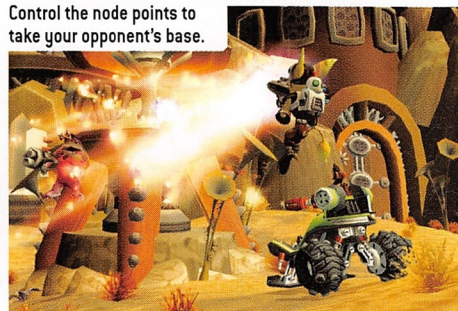
Every weapon can be upgraded up to four times.



Clever opponents will place mines around their base.



Control the node points to take your opponent's base.



RATCHET & CLANK 3

Move over Sly and Jak. The heavyweight champs of action adventure platforming are back with their biggest arsenal of weapons to date.

GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	INSOMNIAC
OUT:	NOW
PLAYERS:	1-8
ONLINE:	YES

Over the last month, Sony has cornered the market in platform games starring cute furry animals, thanks to the likes of *Sly 2* and *Jak 3*. But the best is saved for last. *Ratchet & Clank 3* hooks you from the off and then never loosens its vice-like grip. Not even for a second.

Its secret is to keep you on your toes constantly. Within the first hour you'll have smashed dozens of robots to bits, jumped through a tricky trap-laden temple (though not as tricky as saying that three times

quickly), tried out plenty of the 15 new weapons, and solved a cool puzzle that consists of redirecting laser beams to open doors. And that's only playing as the one character. Unlike the *Jak* games there's no lengthy wandering to reach each new objective, which makes *Ratchet & Clank 3* more linear but no less varied and huge.

COIN IT IN

Like old wine being poured into new barrels, the bulk of the game is spent running,

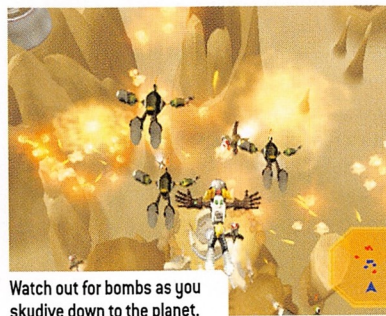
jumping, shooting and smashing boxes to reveal ammo or coins to buy better equipment with. It doesn't sound particularly interesting and it's not what you might call original, but thanks to the weapons the game is a simple pleasure. Guns are meaty; spewing out all sorts of sizeable bombs and bullets until the colourful environments are awash with robotic parts. There are plenty of weapon upgrade stations dotted around each level, and you now have the option to return to a starship base to buy guns and armour and also practise using them.

As if that wasn't enough, the plentiful mini-games continue the retro feel. Once you defeat Captain Qwark, he joins your team and is available for 20 mini-games that take the form of 2D platform shoot 'em ups. Throwaway and inessential? Yes. But also good fun and a neat way of breaking up the story.

Like *Jak* and *Daxter*, *Ratchet* and *Clank* make for a great double act. *Ratchet* is the



It's more third-person shooter than platform game.



Watch out for bombs as you skydive down to the planet.



Vehicles play a great role in multiplayer team games.



You can be more accurate by switching to first-person mode.

straight guy who isn't as annoying as he used to be, while Daxter is the wisecracking robot sidekick. There's a pretty funny running gag about Daxter mistakenly getting all the plaudits for saving the galaxy in the previous game, and a really funny moment where a sign language interpreter acts out the villain's speech as he declares his evil intentions on TV. The script isn't quite as hilarious as the writers like to think, but there are a few belly laughs at least and it's never less than amusing.

Rushing through the main game without taking the time to collect coins to buy the better weapons



Ratchet and Clank. Not to be confused with Jak and Daxter.

won't eat up too much of your gaming life, which is where the brilliant multiplayer mode comes in. Billed as the first multiplayer platform game is actually a bit of a misnomer, since game types such as 'capture the flag' and 'deathmatch' are geared towards blasting the crap out of each other in wider, more open maps rather than making perfect jumps.

ON THE OFFENSIVE

In team games, nodes are placed between the two bases and act as spawn points if you take control of them. This provides a good deal of strategy amid the non-stop shooting, and with two-player land vehicles and flying craft available there are plenty of ways to get around each map. *Ratchet & Clank 3* probably won't replace *Killzone* or *GoldenEye* as your multiplayer shooter of choice, but including a multiplayer mode in the first place is another example of the real value for money that this game offers.

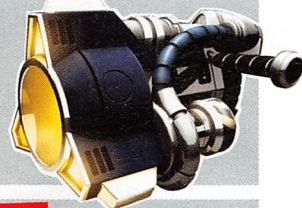
LETHAL WEAPON



Our pick of the new guns and their upgrades.

Infector

Blast an enemy with this and he'll start attacking his own kind. Top of the range is the Infecto Bomb that zaps an entire group so they all go after each other.



N-60 Storm



An all-purpose, rapid-fire machine gun that can be upgraded to a Hurricane version which comes with bullets that bounce off anything they hit.

Quack-O-Ray

Transforms enemies into ducks that fight alongside you with explosive eggs. The top upgrade turns them into flying, fire-breathing ducks.



Flux Rifle



This is your standard rifle that shoots a single laser from long-range. Upgrading it lets you inflict more damage and it can also fire through multiple enemies.

Shock Baster

The equivalent of a shotgun that can be upgraded with a lock-on ability and a charge-up attack before the final all-conquering 'beam of death' cannon. Bring it on.



So, the big question: do you buy *Ratchet & Clank 3* or *Jak 3*? Well, if you like free-roaming games and more vehicle-based shooting action then go for *Jak 3*. If you want a more linear, more rounded game with the emphasis on shooting rather than platforming then get *Ratchet & Clank 3*. Ideally, you'll be able to afford both and everyone can go home happy.

/ JONATHAN TODD

PSW VERDICT

UPPERS

- Lots of variety
- No weak mission types
- Multiplayer mode

DOWNERS

- Smaller than *Jak 3*
- Not very original
- Fairly linear

GRAPHICS Lively and colourful

SOUNDS Much improved from last time

GAMEPLAY Great energy to every mission

Not quite as inventive as the *Jak* games, but plays to its strengths nonetheless. Surely jumping and shooting shouldn't be this fun?

8



The third-person view can be zoomed for more accuracy.

It looks like a big battlefield, but it's actually walled-in.



Charge the enemy position with your gun blazing.



Air-strikes shake the very ground you're stood on.



You'll have to find another way down to the tank.



You can't switch between team members any more.

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: RED STORM
OUT: NOW
PLAYERS: 1-16
ONLINE: YES

TOM CLANCY'S GHOST RECON 2

The once cerebral squad sim goes all arcade shooter. Let the court martial begin.

Once again, we find ourselves playing soldiers. Once again, North Korea has been very naughty and called China and/or Russia some very rude names. In response Uncle Sam has decided to send in the boys to kick ass and take names. Probably best if you pack some stout boots and a few pencils.

In theory, *Ghost Recon 2* continues in much the same vein as its predecessors; you control a small squad of hard bastards and creep through various military/terrorist hideouts ventilating foreign-looking types.

You command your soldiers through either simple button presses or voice commands given into a USB mic, strategically winding through the levels, shooting baddies. Aside from that however, it's almost all change.

The biggest change is that it's now third-person rather than first-person, with the option to zoom the camera to look over your soldier's shoulder for more precise aiming. Also new is that rather than being able to swap between squad members at will, you now control only one and simply direct the others around.

There are also big changes in the graphics. While previous *Ghost Recon* games were tense and involving, they were far from pretty. *Ghost Recon 2* changes all of that with some genuinely impressive graphics, capable animation and dramatic vistas. Thanks to developing the game specifically for PS2 rather than porting the Xbox or PC version, they've managed to do some wonderful things with the hardware and ended up with a top-looking game.

While the series has traditionally presented large, open levels and left you to work out how to accomplish your objectives, now you'll feel much more guided. What was once a few acres of countryside for you to explore at will has been transformed into a much narrower corridor through a military theme-park. While there's nothing wrong with this as such – it works very well in the *Rainbow Six* games for instance – it really isn't what the *Ghost Recon* games were all about. Not only that, but the way in which it's been done is hugely clumsy.



The question is: how the hell do you get down there?



Don't, whatever you do, get in the way of tank fire.

TOP GUNS

Want to see what weapons the army of the future will use?



M8 CARBINE

The weapon of choice for the Rifleman improves upon the M16 with advanced sight and a lighter weight. We'll have two, please.

M8/M320



Updated version of the M8 carbine fitted with a grenade launcher for heavy indirect fire support to the Ghosts. Great for killing stuff dead.



M240B LMG

Used by the Gunner for heavy suppressive fire, this can pierce body armour but has more recoil and is slow to aim.

M29



The Lone Wolf weapon combines an assault rifle and grenade launcher, and has a camera for shooting around corners. Cool.



Helicopter gunships can be devastating against troops.



Take cover when the big bombs go off or you'll die.



The battlefields feel more like corridors than before.

"You never feel like you're making your own decisions on a real military mission, you just feel like you're jumping through hoops."

WAR IS HELL

At first glance the levels still look like the same go-anywhere expanses, but on closer inspection you'll find they're bordered on every side by invisible walls. You'll be happily scampering up a hill to get the drop on some hapless Koreans and suddenly your man will go no further. It's not because the slope is too steep, but just because you're not allowed to kill enemies unless it's in the order the game developer intended. While striding into a few visually-impressive set pieces can really spice up the experience, simply walking from point A to point B so you can watch a tank being blown up doesn't really count as a serious military objective or make for entertaining gameplay – certainly not in our book, anyway.

Sadly, the enemy soldiers don't do much to install a sense of realism either. Their

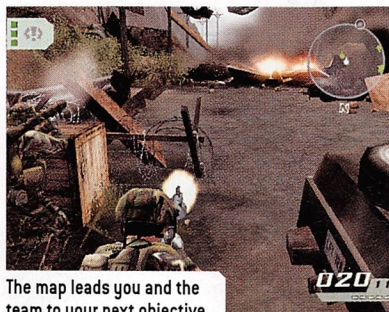
behaviour is random at best. Some will stand around like dummies, waiting to get shot in the head by you, while others will spot you through solid rock and leap on the offensive. Then, as you're creeping along, you can almost feel yourself triggering invisible tripwires and unleashing the next few enemies into the fray. Again, this completely shatters the illusion that you're



The guns are fairly accurate, even at longer distances.



Graphics are much improved from previous games.



The map leads you and the team to your next objective.

actually there – you're acutely aware that this is just a game. You never get to feel like you're making your own decisions on a real military mission, you just feel like you're jumping through hoops.

While things may initially look much the same, *Ghost Recon 2* has changed the formula under the surface in many ways, almost all of them bad. The compromises have removed much of its hardcore personality and reduced the immense strategic depth of previous *Ghost Recon* games to childlike hand-holding. Those unfamiliar with earlier titles will find this an enjoyable, if forgettable military blaster, but those hoping for the next level of sophisticated strategic action will be horrified. A blot on the Clancy copybook.

/ MARK SORRELL

PSW VERDICT	
UPPERS	DOWNERS
➤ Decent graphics	➤ Linear levels
➤ Online play	➤ Less tactical options
➤ Lone Wolf mode	➤ Vague and random AI
GRAPHICS	Realistic and gritty 7
SOUNDS	Terse military tones, big guns 7
GAMEPLAY	Over-simplified and inconsistent 6

This represents a new direction. A shame because the original had something unique, whereas this feels just like any other shooter.

6

GAME DETAILS

PUBLISHER: ZOO DIGITAL PUBLISHING
DEVELOPER: BLADE INT.
OUT: TBC
PLAYERS: 1-2
ONLINE: YES

POOL SHARK 2

Become king of the baize and empty your opponents' wallets in the process.

Pool fact #1: everyone fancies themselves as a decent player. **Pool fact #2:** everyone claims they play like 'Fast' Eddie Felson after a couple of pints. The truth, however, is usually somewhat less impressive. Never mind, in *Pool Shark 2* you can have a damn good try at being the hustler you always fancied yourself as.

It's the first baize-based game where you can play for cash and then raise the wager if you think you've got the beating of your opponent. Of course, your opponent might be playing shite on purpose to sway you into doing this, before magically clearing

the table every frame thereafter once the stakes are high enough. It's fun working out whether your opponent is a true hustler, but it'll take plenty of practice until you're confident enough to give him a headstart and bet your life savings on the outcome.

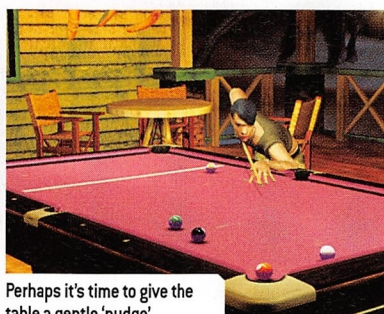
Pool Shark 2's developed by the same team behind the *World Championship Snooker* games, so everything about the ball physics, cloth speed and bounce off the cushions feels spot on. Plus there's that aiming line which helps you sink a few balls in a row without ever feeling too cheaty. The player animation still isn't perfect though,

and the cast of fictional characters are clichéd and grate very quickly with their repetitiveness. They're certainly no substitute for *World Championship Pool 2004*'s pro players.

That aside, this has everything you need from a pool game. Plenty of game modes, loads to unlock (it takes \$10,000 just to open the next level of opponents and venues, so you'll be there for a while), and that great hustle feature. Not bad at all.

/ JONATHAN TODD

Now's a good time to make a rude remark about his mum.



Perhaps it's time to give the table a gentle 'hudge'.

PSW

VERDICT

UPPERS	DOWNERS
➤ Hustling opponents ➤ Easier than snooker ➤ Lots of unlockables	➤ Annoying characters ➤ Jerky player animation ➤ Better snooker games
GRAPHICS Better environments than usual	7
SOUNDS Terrible accents and dialogue	4
GAMEPLAY As solid a pool game as you can get	8

Looks, feels and plays like a proper game of pool, made even better by the cash in your pocket to wager on the outcome of games. Nice one.

7

GAME DETAILS

PUBLISHER: ZOO DIGITAL
DEVELOPER: SAMMY STUDIOS
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

GUILTY GEAR X2

Anime-inspired 2D beat 'em up takes the fight to *Street Fighter*.

The original *Guilty Gear* first surfaced in the arcades some years ago, before moving onto Sega's Dreamcast console, from where it was ported across to PSone and then PS2 in the guise of *Guilty Gear X*. This is the sequel and one of the best 2D fighting game on PS2 at the moment. It's certainly the prettiest to ogle, and the silliest to play.

No, really. The Japanese anime-inspired graphics are really quite gorgeous and the character animation is superb, making for a neat spectacle. Additionally, there are loads of different game modes (including the

standard fare of Arcade, Survival, Mission and Story) to work your way through, plus 23 highly individual fighters (including six newcomers) to choose from. Defeat all of your enemies in the various modes and you'll unlock character histories, plot-thickening cut-scenes, harder opponents and secret characters.

The fighting model is instantly accessible to button-mashing newbies yet contains enough depth for seasoned 2D beat 'em up campaigners to nail down the unique moves and match-winning combos that are specific to each character. Each character gets a number of signature moves, including ranged attacks, Psych Bursts, Overdrive Attacks and Instant Kills. If you want to be king of Multiplayer mode

and mash up all your mates (which, let's face it, are what fighting games like this are really all about), it's worth putting in the effort to learn them. Fortunately, this can be done in Training mode, so you don't have to die a thousand grisly deaths doing so.

Sometimes you don't really want to be ploughing your weary way through dungeons looking for keys, or trying to find the perfect line through a tight chicane in a souped-up, neon-underlit Nova – even blasting Nazis or aliens can be a bit of a chore at times. Sometimes, you just want to bash buttons and beat stuff up. Here's a game that lets you do just that in fine style.

/ AUDLEY JARVIS



She's using her guitar to beat someone up. How cool is that?



This'll be one of them new-fangled Psych Burst thingys.

PSW

VERDICT

UPPERS	DOWNERS
➤ Gorgeous to look at ➤ Good range of characters ➤ Controls have depth	➤ Not much longevity ➤ Dull combat sounds ➤ An acquired taste
GRAPHICS The best-looking 2D beat 'em up on PS2	8
SOUNDS Widdly-widdly guitar solos throughout	5
GAMEPLAY Easy to play, but hard to master	8

Miles better than *King of Fighters* and way more beautiful than any of the *Street Fighter* games, *Guilty Gear X2* is a gem of a 2D fighter.

8

GAME DETAILS

PUBLISHER: EIDOS
DEVELOPER: CLIMAX
OUT: NOW
PLAYERS: 1-16
ONLINE: YES

CRASH 'N' BURN

Don't crash and burn. Try racing really well instead.

It's as simple an idea as it is popular: get a whole bunch of cars, mod them up and then crash them into each other for kicks. This is hardly rocket science, rather it's a simple, fun and endlessly customisable racer, with a strong online game.

Races are as much about smashing your opponents into pieces by ramming them against walls and each other as they are about making round the course quickly as possible. The tracks are constantly littered with broken bits of automobile and burning oil slicks, meaning that the best route around the course changes from race to

race and even from lap to lap, keeping the experience and the racing fresh.

The customisation options are exceptionally well handled too, with races and cars both fully definable. The cars themselves can be painted to your heart's content in whatever colours you see fit, at any time and for free. You can also run several variations of the same car, each decorated in different ways. For hardcore modders, this is like a dream come true and could easily swallow up huge chunks of gameplay time on its own.

That's the good stuff, so how about the

not-so-good? Well, after much exposure to flashy, big-budget titles like *Burnout 3*, this feels a little cheap and home-spun. It still doesn't stop it being a surprising amount of fun though. The broad and easy-to-use customisation options feel like a breath of fresh air, and the simple but rewarding arcade-style handling is similarly enjoyable. It's not *Burnout 3*, but it never pretends to be either. There's no doubting that you'll have a lot of fun with this.

/ MARK SORRELL



Taking our pimped truck for a spin round the Grand Canyon.



Expect to see huge amounts of destruction, constantly.

PSW VERDICT	
UPPERS	DOWNERS
Great customisation	Graphically simplistic
Simple handling	Poor presentation
Pleasingly chaotic	Low budget feel
GRAPHICS	Good cars, poor backgrounds
SOUNDS	Fit the bill perfectly
GAMEPLAY	Simple and easy but no great depth
Lots of quick and simple arcade-racing fun, but lacking the glitz and glamour required to put it up in the big league with <i>Burnout 3</i> and co.	

7

MICROSOFT XBOX • NINTENDO GAMECUBE • SONY PLAYSTATION 2 • SEGA DREAMCAST



MEGA ONLINE STORE
LARGEST RANGE IN THE SOUTHERN HEMISPHERE

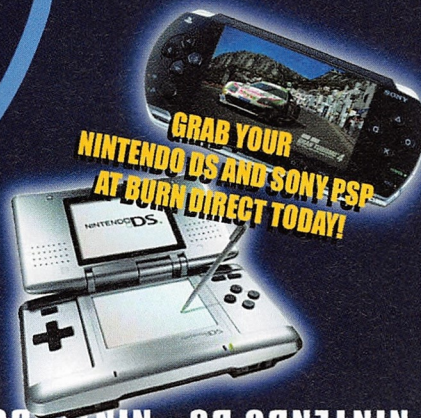
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TRAIL OF THE BROKEN BLADE

MARTIAL ARTS ACTION FROM OLD-SCHOOL GENRE MASTERS, THE SHAW BROTHERS

Released Out Now Year 1967 Starring Chang Cheh Director Jimmy Wang Yu

The Shaw Brothers were without a doubt one of the most influential movie studios working in the 60s and 70s. During their time at the top of the HK ladder, the production house seemed to churn out a film a month, often varying in quality from downright awful to stunningly good. *Trail of the Broken Blade* sits roughly in between these two extremes, never fully working as an action movie and containing too much bloodshed to really be considered a romance.

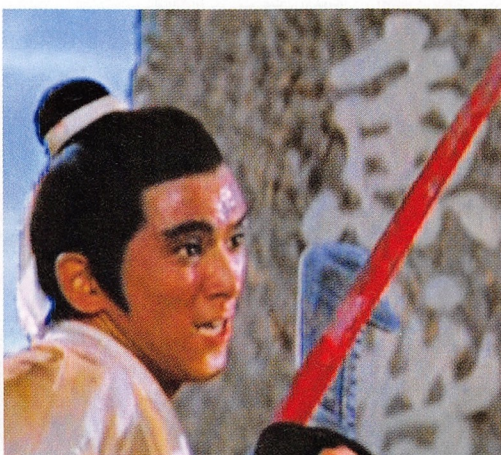
The film tells the story of a heroic and chivalrous to a fault swordsman, Jun-zhao hot on the trail of a fugitive named Li Yueh (played by martial arts legend Jimmy Wang Yu, probably the finest proponent of swingy-arm style fight choreography) so as to reunite him with his lost love Liu Xian (ass-kicking cutie Chin Ping). Li Yueh is on the run due to unlawfully killing a government official who himself unlawfully executed Li Yueh's father. What transpires afterwards is a mishmash of macho

male bonding, slow paced but interesting swordplay, laughably archaic wirework and the entire cast vehemently denying having any emotional attachment to each other even though the entire film devolves into a kind of messy love pentangle.

EXTRAS The original Mandarin soundtrack with good subtitles as well as a decent English dub. A decent but lightweight doco on Wuxia - martial arts films using wirework and other fantasy elements.

VERDICT Although *Trail of the Broken Blade* is far from being director Chang Cheh's best work it does serve as a reminder why he was such a great action film director in the era and the local release of one of his films gives us hope that soon we may see local releases of such great Chang Cheh/Shaw Bros classics as *Five Deadly Venoms* or the brilliant *Golden Swallow*.

★★★★★ Dabiel Wilks



GODZILLA/GOJIRA - SPECIAL 50TH ANNIVERSARY EDITION

Released Out Now Year 1954

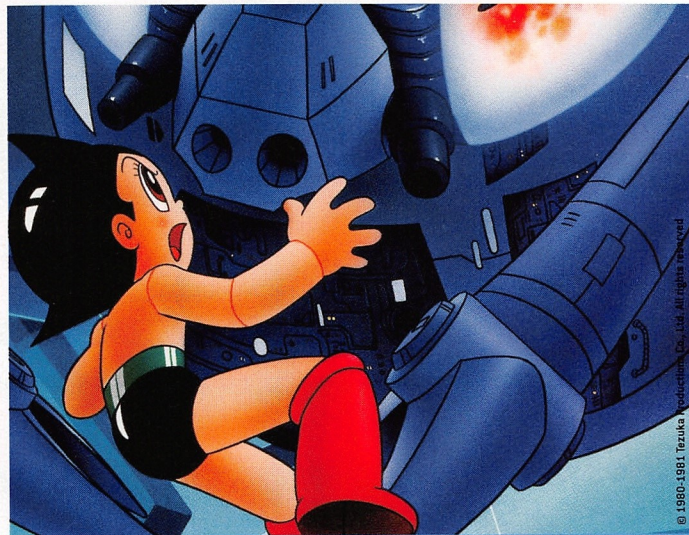
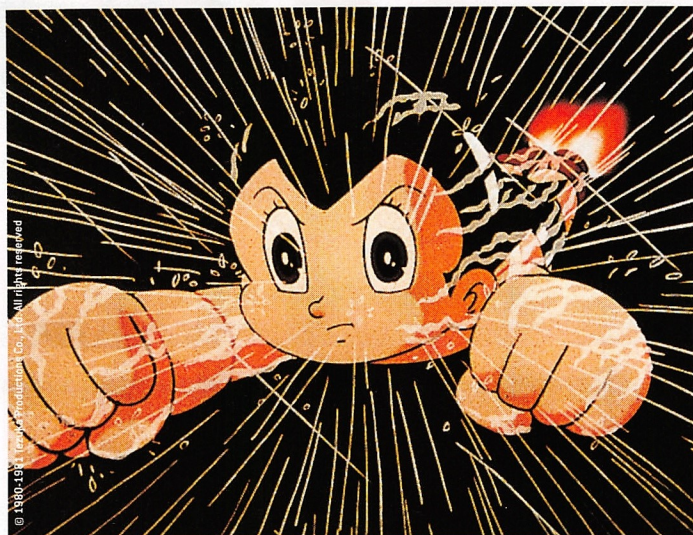
Director Ishiro Honda Starring Akira Takarada

If you pick up this DVD expecting it to provide a lazy evening of cheesy, kitsch entertainment, prepare to be disappointed: *Godzilla* is a bloody good film. This is the real deal; the first and best Japanese monster movie, before the *Gojira* series turned to formula and then self-parody; before the 'innocent child who alone sees that truly, the monster suffers, and just wants its mother' was introduced, let alone part of a tired formula. This is *Gojira* at its most dramatic and frightening: the destruction feels real, and is relentless; and there's no difficulty believing the terrified screams of its witnesses. In 1954 Japan, *Gojira* as a metaphor meant something - something weighty and profound, and this fact is reflected in the performances of the cast. None of these actors are embarrassed to be in a monster movie. This is serious. This is important.

EXTRAS Ah, well now, here's where it gets interesting. Included as an 'extra' on this worthwhile disc is the 1956 American cut of *Gojira*, *Godzilla: King of the Monsters*. This is where you'll find your cheese, if that's what you're after. To make the film palatable to the American audience, new footage was inserted, featuring an all-American good guy reporter, whose appearances no doubt relieved viewers who were being made anxious and confused by all the funny-looking yellow devils running about unchecked. In spite of this extra material, *Godzilla* is considerably shorter than *Gojira*, as any sequences highlighting the film's anti-nuclear message were cut, so as not to offend or embarrass the recently bomb-dropping Americans. The resultant mess of a film is as you might imagine it.

VERDICT A good film, and with the inclusion of the American cut, a rewarding historical curiosity.

★★★★★ Patrick Alexander



ASTROBOY - THE ORIGINAL 1980S SERIES - VOL. 1

ONE OF THE FEW CARTOONS FROM THE 80S THAT'S ACTUALLY AS GOOD TODAY AS IT WAS BACK THEN

Released Out Now Director Ishiguro & Tezuka Starring Tezuka's imagination Year 1980

This new *Astroboy* you've seen by now on the ABC: shithouse, isn't it? I think so, and my friends think so; we're convinced that kids' shows nowadays are a load of flashy, soulless pap, and it's no wonder children today are so stupid and unimaginative. Now, the old *Astroboy* - the one we remember watching - that was a good show; a great show. Subtle and deep, with likeable characters and a colourful yet unsettling atmosphere. I wonder, though... mightn't our memories be clouded with nostalgia? Was the old *Astroboy* really so much better than the new one?

Well, yep, turns out it was. [Thank heavens.] *Astroboy* is as enjoyable today as it ever was, and gracefully outdoes crap like *Dragonball Z* and *Yu-Gi-Oh!* as easily as it outdid *Transformers* and *Teenage Mutant Ninja Turtles* back in the day - and, in fact, today, what with all these freaking remakes. *Astroboy* - the old one, I'm still talking about; stay with me here - is gloriously free of badassness and cowardice, relying instead on actual mature themes to entrance its audience, however young or old it may be: A

scientist, consumed with guilt over the neglect and death of his son, irresponsibly replicates young Toby in robot form, then disowns him in a pathetic fit of social embarrassment. Running beneath the entire narrative is the metaphor of all-powerful *Astroboy* as every child, with his potential for both great good and terrifying destruction.

At the same time, mind you, the show isn't afraid to be cartoony and silly when the moment's right. God, I love it. It's really, really good.

EXTRAS Bugger all; not even a Japanese language option. But then, this isn't exactly the same show as Japan's *Tetsuan Atom*: You'll realise around episode 4 that at some point in the translation, the show got chopped and changed a bit.

VERDICT This is the *Astroboy* you loved as a kid; simple as that. If you've been thinking of picking it up but are hesitating, take my word for it: this show is the dog's castanets, and yes, kids today are vapid morons.

★★★★★ Patrick Alexander

PUNI PUNI POEMY

Released Out Now Year 2001
Director Shinichi Watanabe Starring Yumiko Kobayashi

All right, anime nerds: this is the DVD to own to prove to the world how wacky and crazy you are. But of course, you imported it from Japan ages ago, didn't you, or downloaded the fansub, or something. Okay, okay. Yes, you're very, extremely hardcore. Yes, you're so incredibly otaku. Okay. I and all humankind recognise this. You can sit down and shut up now. Jeez.

Everyone else: Well, you might want to buy this. It's funny, and if you watch a lot of anime, you'll appreciate the satire. And, naturally, if you don't watch a lot of anime, half - yeah, I'd say about half - the jokes will fly right over your head. You might like it anyway, though, if you're into craziness. Problem is, the craziness of *Puni Puni Poemy* is so contrived: These guys really did sit down and tell each other, "Oh my god, let's make the craziest



anime ever!" Actually, what they said was, "Let's make a total sell-out, prostitute of an anime, but pretend it's satire so we can sleep at night!" Either way, the result is that half the time, *Poemy* is truly funny and clever, and half the time, it's just embarrassing. Don't show it to your

friends unless they already know what a hopeless dork you are.

EXTRAS The usual anime DVD stuff: clean title sequences, production sketches, etc. There's some sort of commentary, too, which I didn't bother with, and some wacky subtitle thing which I also didn't

bother with. Oh, and there's previews, of course, for other anime you must, must own, to keep up with your insignificant anime nerd friends. And the whole show can substitute for porn when no-one's around. My god, you're pathetic.

VERDICT Wackiness so blatant it betrays its insecurity, but likeable nonetheless, and harmless. Wow, I've just described every western anime nerd.

★★★★★ Patrick Alexander



GAME BREAKER

■ Delivering the best tips and cheats for the biggest games every month.

DEF JAM FIGHT FOR NY

Go to the cheat menu in 'Extras' and enter the following codes. Each cheat only works once, so if you use them all you'll gain 500 reward points.

100 REWARD POINTS
NEWJACK

100 REWARD POINTS
THESOURCE

100 REWARD POINTS
CROOKLYN

100 REWARD POINTS
DUCKETS

100 REWARD POINTS
GETSTUFF

MORTAL KOMBAT: DECEPTION

For these fatalities you'll need to be a specific distance away from your opponent depending on whether you want to spring a Close, Far or Sweep move on them.

ASHRAH

Fatality 1 [Close]: ↓ (x2), ↑, ⊕,
Fatality 2 [Sweep]: →, ↓, →, ↓,
⊕

BARAKA

Fatality 1 [Close]: →, ↑, ↓, ⊕
Fatality 2 [Sweep]: →
⊕

BO' RAI CHO

Fatality 1 [Sweep]: ↓,
↑, → (x2), ⊕
Fatality 2 [Sweep]: ↑,
←, →, ⊗

DAIROU

Fatality 1 [Sweep]:
← (x2), ⊕
Fatality 2 [Close]: ↓ [
←, ⊗

DARRIUS

Fatality 1 [Sweep]: ↑,
←, →, ⊗

Fatality 2 [Close]: ↓, → (x2), ↑,
⊕

ERMAC

[Sweep]: ↓, ← (x2), ↓,
y 2 [Sweep]: ←, ↓, ←,

KABAL

Fatality 1 [Close]: →, ↑
(x3), ⊗
Fatality 2 [Close]: ↑ (x2),
(x2), ⊕

Fatality 1 [Close]: ↓, ←, →,
⊕

Fatality 2 [Close]: →, ←,
(x2), ⊕

MILEENA

Fatality 1 [Sweep]: → (x2), ↓ (x2),
⊕
Fatality 2 [Far]: ↑ (x2), → (x2),
⊗

NIGHTWOLF

Fatality 1 [Far]: ←, →, ←, →, ⊕
Fatality 2 [Sweep]: ↓, →, ↓, ↑,
⊕

SCORPION

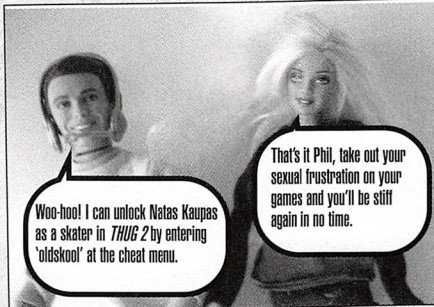
Fatality 1 [Sweep]: →, ↓, → (x2),
⊕
Fatality 2 [Close]: →, ←, →, ←,
⊕

SUB-ZERO

Fatality 1 [Close]: →, ←, ↓, →,
⊕
Fatality 2 [Sweep]: ←, ↓, →, ↓,
⊕



PSW's photo casebook Phil's bedroom failure...



CRISIS ZONE

To get these you must first kill the enemy in the brown body armour who appears briefly. You'll then find the following secret weapons.

FLAMETHROWER

Drycreek Plaza in the storeroom

GATLING GUN

Grassmarket Street in the first open area

GRENADE LAUNCHER

Belforte Hotel

LASER RIFLE

Garland Technology Centre in the room with the automatic gun turrets

MISSILE LAUNCHER

Look in Garland Park, behind a truck



"YOU CAN'T BEAT A CHEAT!"



"Never having enough magic in *Harry Potter & The Prisoner of Azkaban*, I took PSW's advice and pressed $\otimes$, $\odot$, L , $\otimes$, $\odot$ during play. Great job, PSW!"

Mrs C Harding, Balmain

SEE WHAT OUR AMAZING CHEATS CAN DO FOR YOU!

SATISFACTION GUARANTEED!

DREAMWORKS' SHARK TALE

To replace all pearls with Fish King coins, press the following buttons at any level where you can obtain pearls:

REPLACE PEARLS WITH COINS

Press Select, hold L and enter

$\odot$, $\otimes$, $\odot$ (x3), $\otimes$, $\odot$ (x2)

ASK THE BOFFIN

Move over Guru, the giant brain is back!

HANG TOUGH

How do I shimmy around the fence in the 'rescue' mission in *Second Sight*?

Richard Cohen, Scorseby

According to my calculations, you should hang off the wall to the left of the fence and then move the camera so you can see all of Vattic's back. While turning the corner, push the left analogue stick left and keep the camera directly behind Vattic. It's tricky to get the hang of, but I'm never wrong on these matters.

MOVE TO THE BEAT

How do I counter attacks in *Def Jam Fight for NY*?

Jason Bramble, Westmead

To counter a strike, press R1 + push the left analogue stick towards or away from the attack just before it happens. To counter a grapple, either punch or kick just before it lands on you. Of course, I much prefer to beat people with brains rather than brawn. But needs must and that.

SMOOTH CRIMINAL

Where can I find the sixth guard to pickpocket inside the theatre in *Sly 2*?

Emma Jackson, Punchbowl

Pass through the curtains to the backstage area. Go to the staircase on the left and climb up the pole to the stage lights. The guard is engrossed in the TV, so edge your way across the lights until you're within reach of his pouch. That'll teach him to watch the goggle box instead of doing something intelligent, such as reading a good book.

TIGER WOODS PGA TOUR 2005

Enter the following codes at the Password screen:

ALL GOLFERS AND COURSES
THEGIANTOYSTER

ALL ADIDAS ITEMS
91treSTR

ALL CALLOWAY ITEMS
cgTR78qw

ALL CLEVELAND ITEMS
CL45etUB

ALL MAXFLI ITEMS
FDGH597i

ALL NIKE ITEMS
YJHK342B

ALL ODYSSEY ITEMS

kjnMR3qv

ALL PING ITEMS
R453DrTe

ALL PRECEPT ITEMS
BRI3498Z

ALL 'PASSWORD REQUIRED' ITEMS
TIGERMOBILE

ALL SKILLS
NIGHTGOLFER

ALL TAG ITEMS
cDsa2fgY

ALL TOUR STAGE ITEMS
TS345329



TONY HAWK'S UNDERGROUND 2

Enter these codes at the cheat menu and get stylin':

INFINITE RAIL/LIP BALANCE
straightedge

UNLOCK NIGEL BEAVERHAUSEN
Sellout



ONIMUSHA 3

For this cheat to work you need to complete the game on Hard mode and then enter the cheat during a new game.

MAXIMUM HEALTH
L1, L2, R1, R2, O, D (x2), A, O

BLOODRAYNE 2

Either pause the game during play and enter these codes at the cheat menu, or go to the extras menu at the menu screen and enter them there.

ALL POWERS
Blank Ugly Pustule Eater

CARNAGE POINTS
Cargo Fire Imp Kak

ENEMIES EXPLODE
Dodge This Moist Pimp

GOD MODE
Uber Taint Joad Durf Kwis

GUN EXPERIENCE
Late Nurture Qweef Super

JUGGY MODE
Fake Burst Cunningly Distorted



UNLIMITED AMMO
Ugly Dark Heated Orange Quaff

UNLIMITED RAGE
Pimp Reap Dark Dark Muse

UNLOCK EVERYTHING
Want This Dark Reality Taint Qweef



DRIV3R

Here they are again in case you missed them. Press the button combos at the main menu screen and you'll hear a sound if you've done it right.

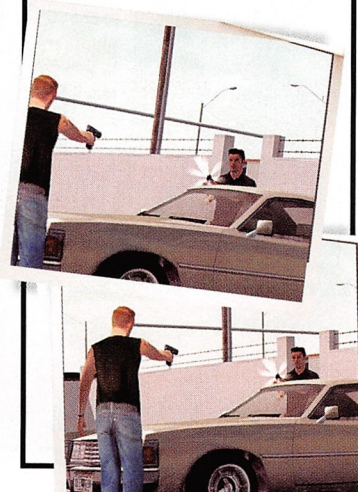
ALL WEAPONS
R1, L2, O, O, R1, R2, L2

IMMUNITY FROM COPS
O (x2), L1, L2, R1, R2, O

INVINCIBILITY
(DOESN'T WORK IN STORY MODE)
O, O, L1, R1, L2, R2, R2

UNLOCK ALL MISSIONS
L1, R1, L1, L2, O (x2), O

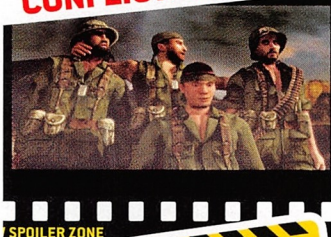
UNLOCK ALL VEHICLES
L1 (x2) L1, O, O, L1, R1, O



SPOILER ZONE

We finish games so you don't have to.

CONFLICT: VIETNAM



Cherry's voiceover explains that this group shot is the last time your team were together once the war was over.



Set against scenes of your men celebrating, boozing and trying to get laid, Cherry goes on to reveal the fate of each soldier.



Junior joined the Black Panthers and was killed by the FBI; Hoss went to fight in Cambodia and Ragman went to live in the hills.



Cherry became a doctor in New York, got married and started a family. But, the war will always live on in his memory. Sniff.

GAME BREAKER

RAINBOW SIX 3

Use this cheat at the main menu screen to unlock all the missions for the Custom Mission mode.

ALL MISSIONS

(L), (R), (L), (R), ←, →, ⊙, ⊙



HOT SHOTS GOLF FORE!

Enter these codes to unlock the following hidden items:

CADDIE MOCHI:
MYPPWA

MINIGOLF 2
Get 120 points in Minigolf



PSI-OPS: THE MINDGATE CONSPIRACY

Go to Extra Content, press **(L)** and enter the following codes:

SUPER PSI
456456

ALL POWERS FROM START
537893

BULLETPROOF

548975

UNLIMITED AMMO
978945

ARCADE MODE
05051979

COOP MODE
07041979



NBA LIVE 2005

Enter these in the 'codes' section of the Sports Lounge:

15,000 NBA STORE POINTS
87843H5F9P

50,000 DYNASTY
DEVELOPMENT POINTS
HSD4987468

BLOWOUT

A message will confirm that you've entered each of these codes correctly.

ALL WEAPONS
CHARLIEHUSTLEOVERDRESSE-
DROMEO

ENEMIES THWARTED OR FROZEN
CHARLIEOSCARLIMADELTA

GOD MODE
NOPAINNOCANE

LEVEL SELECT
COOLLEVELCHEATCODE

LEVEL SKIP
YESTERDAYYOURZEBRADIE

LEVEL UP WEAPONS
FRIENDLIESTGODINGALAXY

RESTORE HEALTH
CANEREDYTOROCK

TIME FACTOR
CHARLIEALPHANOVEMBERECHO

UNLIMITED AMMO
FISHINABARREL

UNLOCK DOORS
ANYANDALLCODE



MACE GRIFFIN: BOUNTY HUNTER

Select the Electro Cosh and enter the following:

BIG HEADS
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

DOUBLE DAMAGE
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

ENEMY AUTO-FOCUS
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

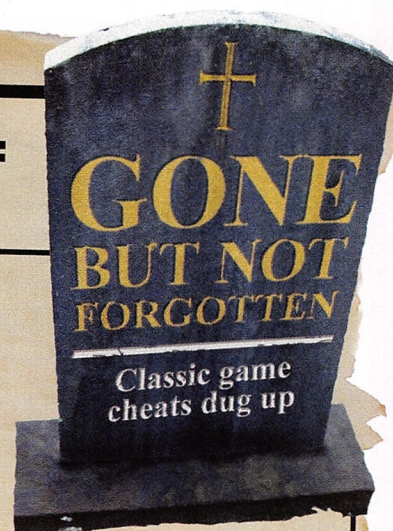
FLOATING CAMERA
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

INVINCIBILITY
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

LEVEL SELECT
(L), (R), (L), (R), (X), ⊙ [x2], ⊙ [x2]

ONE-HIT KILLS
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]

UNLIMITED AMMO
(L), (R), (L), (R), (X), ⊙ [x2], (X), ⊙ [x2]



15 THINGS TO SEE AND DO IN GTA: SAN ANDREAS

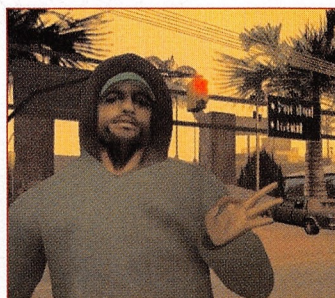
You all know that *GTA: San Andreas* is big, but odds on you didn't know it was THIS big. Check out everything Rockstar has to offer in PSW's exclusive sightseeing guide to the criminal playground that is *San Andreas*...



This is the first thing that turned up after Googling "drug dealer". Seems oddly appropriate, we think.

01 CAP A CRACK DEALER OR TEN

An easy way to make some quick dough and raise your respect level is to kill the many drug dealers that plague the streets of East Los Santos. Easily identified by their distinctive black sweatshirts and propensity to loiter, killing these pushers will net you a substantial amount of cash and increase your standing among your homies. That's what you get for slangin' rock in the hood.

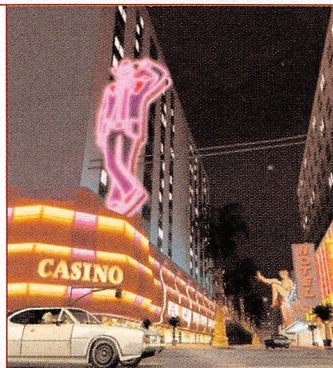


03 SAY 'CHEESE'

Life in *San Andreas* ain't always about drive-bys, police chases and crooked casinos - sometimes it's good to chill out, hang with your homies and capture a few Kodak moments for posterity's sake. If you want one of your boys to take a photo of you, simply walk up to him and press the L1 button with the camera equipped. After all, what's life without a few happy snaps? Say 'cheese', now!

04 CATCH UP WITH OLD FRIENDS...

Even though *San Andreas* is about as big as a videogame can be, it still is a small world after all. There are a number of familiar faces from the previous *GTA* games that the careful observer might notice on their travels. Avery Carrington's casino in Las Ventura is hard to miss, as is Candi Suux's giant billboard overlooking a main drag in Los Santos. Also, the more keen-eyed among you may notice a very familiar face accompanying Catalina - although he's not exactly the most talkative guy you'll ever meet.



FORGOTTEN LEGENDS OF WEST COAST RAP HOMIEPAGE

BOW TO THA THRONE!!!

THA INTRO

You've hit the net's best stop for history on the Forgotten Legends of West Coast Rap. Living legends that were putting it down from San Fierro down to Los Santos and everywhere in between. Some of them everybody knows about, but these guys are the real players. The ones who had something to say, said it, then shut up - or got dropped by their record labels.

If you know and remember the real, the And if you dont - you better ask someone. Email me if you have any comments or suggestions.

02 GO WEB SURFING

Although you can't go surfing the net in *San Andreas* itself, many of the URLs you see in the game lead to actual sites that you can view on the actual internet in actual reality.. actually. If you're ever bored at work or school and need a fix of *San Andreas*, then type the following addresses into your browser and prepare yourself for a chuckle or two..

- www.cluckinbellhappychicken.com
- www.fearitdoit.com
- www.westcoastraplegends.com
- www.epsilonprogram.com
- www.exsorbeo.com
- www.maccerr.net

Madd Dogg
The one. The only. The bang. Maybe he was at Vinewood, but he spoke the time knew that he was better than any fool alive. Than anyone, he could be said. The man was a



05 ...AND VISIT FAMILIAR PLACES

San Andreas is a great place and all, but sometimes the gangs, glitz and ghettos can all be a bit too much. So, if you're feeling a little overwhelmed by it all, why not take a quick sabbatical to Liberty City - C.J.'s old hood and the setting of *GTA 3*. Just hop on a corporate jet, fix up some business with the mob and enjoy the sights and sounds of the east coast. Ah. How refreshing.

WINEWOOD



06 HAVE A MOUNTAIN OF FUN

Being the enormous geographical landmark that it is, Mount Chiliad offers a number of exciting activities for the more adventurously inclined gamer. Aside from the panoramic views and excellent photo ops, it is possible to shoot down low flying planes with a rocket launcher (fun for the whole family!), go base jumping from the summit and - oddly - get carjacked by a parachutist. Yes, it sounds totally surreal, but we swear it happened to us. Twice. And it was totally goddamn awesome both times.



Drive the bike up the plane's ramp before it takes off.

07 BLOW UP A SUPER JET

In this era of terrorism and whatever, blowing up airplanes with packages of powerful explosives might not be the most politically correct to do - but who cares? This is *GTA* and we can do whatever the hell we want. To blast the Andromeda super-jet into a thousand and one pieces, simply speed up the moving ramp as the plane takes off and plant a satchel charge in the cargo hold. Now jump out and trigger it, floating safely to the desert below as the debris of the flaming former jet rains down with you.



08 PRETEND YOU'RE THE ROCKETEER

Did you know that there's a jet-pack in San Andreas? And did you know that you can steal said jet-pack, strap it your back and take the to the skies in much the same way as very cool people like Jango Fett and the Rocketeer? Well, you know now. To obtain one of these very nifty devices, all you have to do is use your thermal goggles to sneak into the top-secret government facility in the desert and steal it. You'll come under quite a bit of fire during your escape, so make sure you come prepared.



"Thorry. There's thomething thtuck between my teeth..."

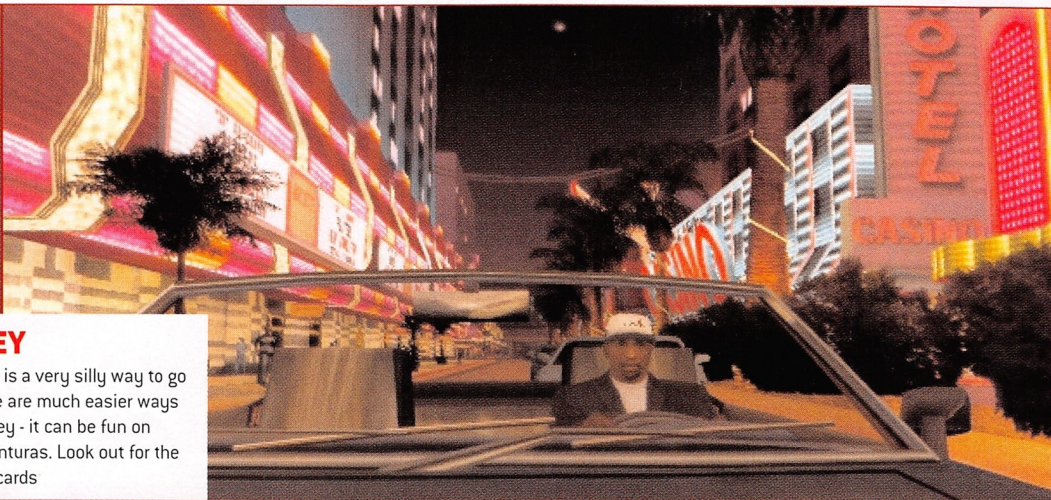


● Play Wheel of Fortune
Max Wager \$100

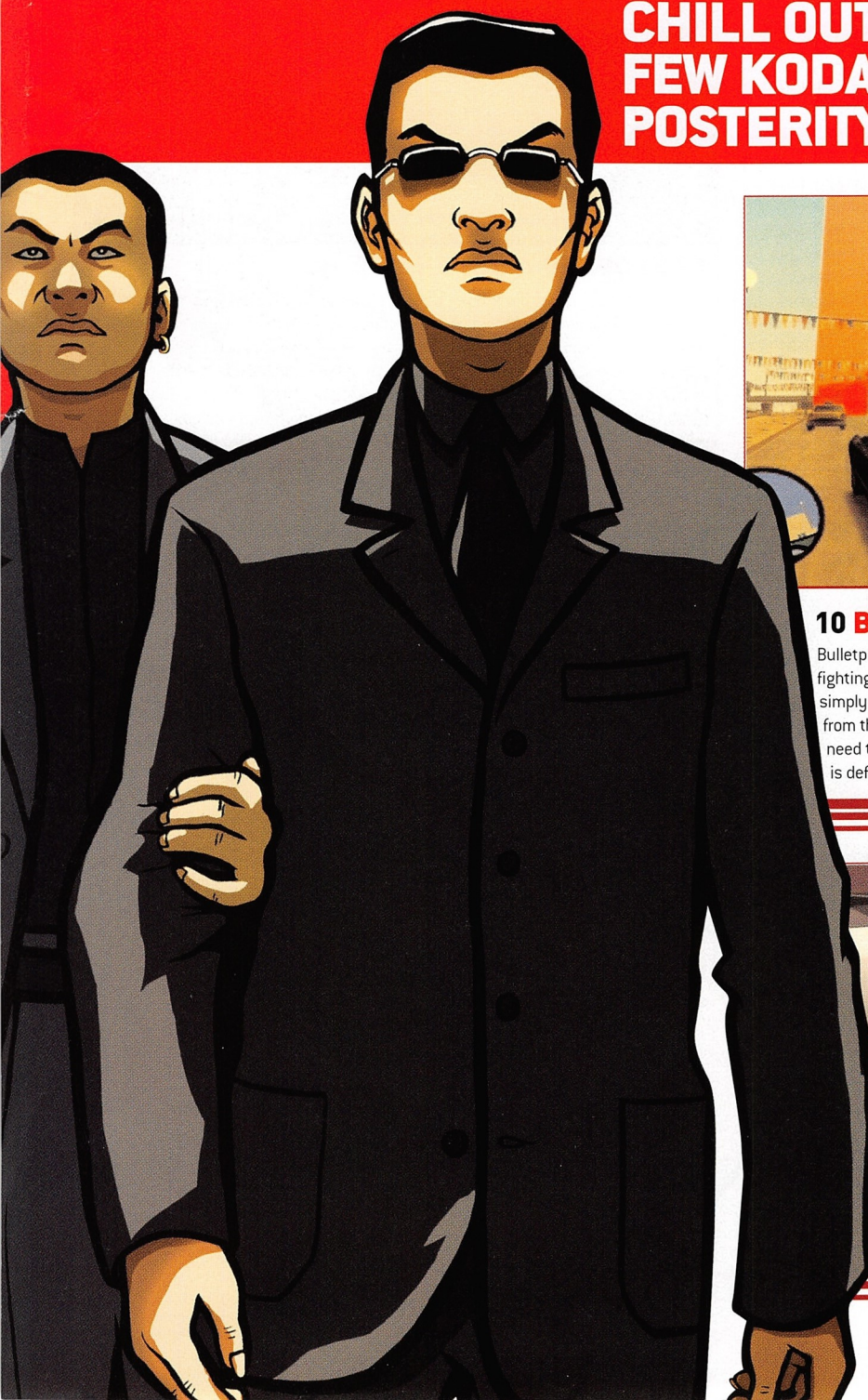


09 LOSE ALL YOUR MONEY

Just like in real life, gambling in San Andreas is a very silly way to go about making money - especially when there are much easier ways to rack up big cash relatively quickly. But - hey - it can be fun on occasion, especially in the casinos of Las Venturas. Look out for the portraits of *GTA* personalities on the playing cards

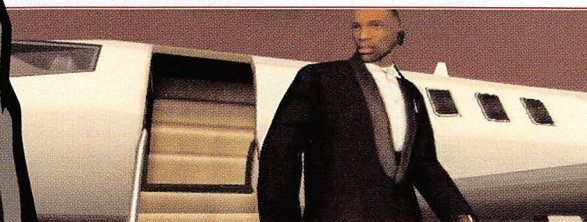


CHILL OUT AND CAPTURE A FEW KODAK MOMENTS FOR POSTERITY'S SAKE...



10 BECOME BULLETPROOF FAST

Bulletproof cars are extraordinarily useful vehicles, particularly when you're fighting a gang war. To get your hands on a bulletproof Savanna quite early on, simply participate in the 'High-Stakes, Low Rider' mission and steal Cesar's car from the finish line when the race is over. Because the doors are locked, you'll need to push the damn thing all the way to the nearest garage, but the effort is definitely worth it in the long run.



11 FLY THE ILLEGAL SKIES

Normally, you would need the pilot's license in order to get into the Los Santos airport and fly a plane. But there's a sneaky way to get around this. All you have to do is park a car in front of the airport terminal, get up on top of it and jump towards the building itself. If everything's done just right, you should grab onto the ledge of the roof - and from there you can simply pull yourself up and drop down into the airport itself and jack a Dodo or private jet. Sweet!

Look closely and you'll see all the junk US astronauts have left all over the place.

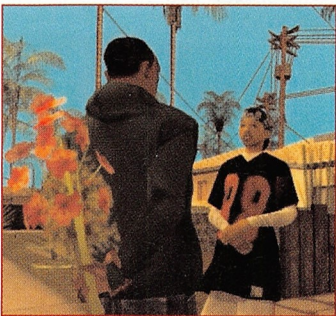
12 SHOOT THE MOON

We mean that literally, you know. One of the odder features of *San Andreas* is that you can change the size of the moon by shooting at it with your sniper rifle. Unfortunately, repeated experimentation has confirmed that shooting at the real moon with a real sniper rifle does not have any observable effect on its size or mass. It does get you taken to the police station pretty quickly, though.



13 GO BASE JUMPING

Head to the Crown building in downtown Los Santos - it's the tallest skyscraper in the whole city, so it's pretty hard to miss. At the bottom, you'll notice a yellow cone in front one of the doors. Go through this door and you'll suddenly find yourself on the roof, whereupon you should promptly pick up the nearby parachute and swan dive right off the edge. Once you're about halfway down, press the circle button to pull the chute ripcord and you'll gently float to the street below. How totally Xtreme.



15 GET A GIRLFRIEND

Brand new in *San Andreas*, girlfriends help you in all kinds of different ways. Treat 'em nice and they'll do good things for you like fix your car for free and get you out of the big house with all your weapons in tact. Each girl has a set number of dates and completing them all will get you lovely gifts such as a pimp suit and hippie clothes - which means they're well worth pursuing if you want to make CJ look nice and snappy.

14 GET YOUR P-PLATES

It pays off to get a little training behind the wheel - especially if you're the type to get into a lot of police chases. There is a school available for every kind of vehicle in *San Andreas* except bicycles. These not only rapidly increase your vehicle statistics, they might actually teach you a thing or two you didn't know about the myriad of cars, trucks and bikes you'll find yourself jacking on a regular basis. The locations of all available schools are as follows:

Car School: Located in Doherty in San Fierro. Marked by a big red S.

Bike School: Located in Las Venturas in Blackfield, near the Las Venturas airport.

Boat School: In the northwest of San Andreas, near the Bayside Marina.

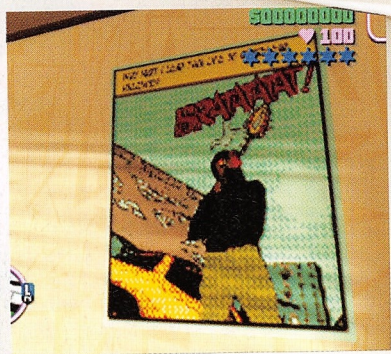
Plane School: In the verdant meadows in the desert of Las Venturas.

WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.



GTA: VICE CITY

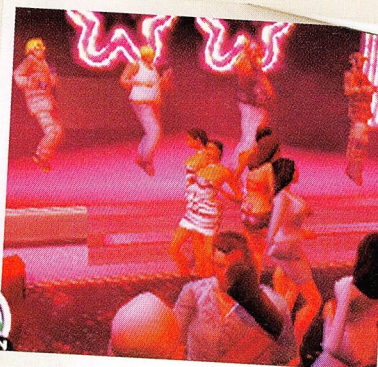
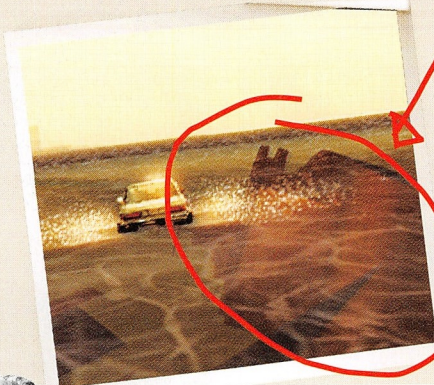


BLAST FROM THE PAST PART 1

On the wall of your room upstairs in the Ocean Beach hotel, the location of your first save point, you'll see a poster of the nameless guy from *Grand Theft Auto 3*. Nice touch. And on the table is a tribute to UK smart rag, *Edge*.

BLAST FROM THE PAST PART 2

If you go sailing off the northern tip of the first island (map reference A5 & A6), you should find a submarine under the water, and a little further northeast, a sunken tanker, identical to the one you sank in *Grand Theft Auto 3*. They have a sense of history do the Rockstar boys and girls.

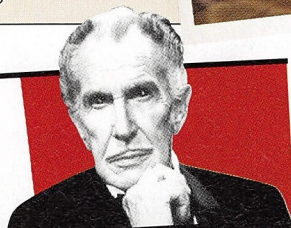


CAMP AS A ROW OF TENTS

If you look on stage in the Malibu club, you'll see the Village People throwing some incredibly bad dance moves around the stage along with the single biggest concentration of civilians in the game. We say; bring grenades. Lots of grenades.

PSW'S MOST CURIOUS

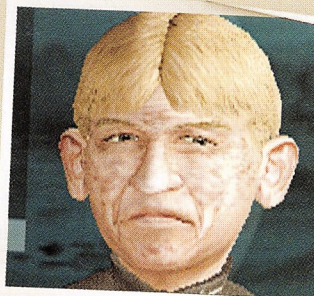
Vintage peculiarity from the darkest corner of PS2.



THUG 2

For reasons beyond our comprehension, *THUG 2* contains the 'Star Wars Kid' from the famed internet video. From the starting point of the Boston level, turn right and head to the apartments right before the construction site. Using the quarter pipe on the right side, jump through the window into the room above. Watch him humiliate himself. Laugh at a life ruined.

TIGER WOODS PGA TOUR 2005



ABSOLUTELY HIDEOUS

My word, that's one ugly woman. By taking our desire to make great beauty and perverting it in hideous ways, we managed to create what must surely be the most vile and unnerving thing in video game history. Having fashioned Joff's moon face from the gaming clay, again, we made this beauty. Sorry about that.

THE OLDEST BOY IN THE WORLD

The new Game Face 2 in *Tiger Woods PGA Tour 2005* is capable of some deformed monstrosities, more hideous than we had ever thought possible. This ancient child is possibly the wrongest thing we've ever seen. He's so young and yet so... so old. It's the eyes, following your room. Sends shivers down our spines.

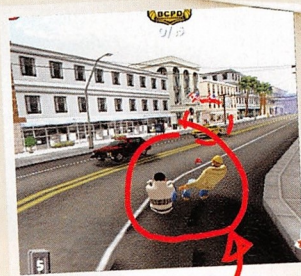


STARSKY & HUTCH



TRANSVESTITE RACING

Press Up, X, Down, Triangle, Left, O, Right and finally Square. This enables the funny car cheat. That's not funny cars as in banana skins and big red noses, it's funny cars as in drag racers.



NOW YOU SEE ME

Bung in Up, Right, Down, Left, L3, Left, Right, Left for invisible cars. Observe as Starsky and his chum Hutch are thrown around the streets of San Francisco as if by some form of special magic.



WHEELY BIG

Hit L1, L1, Left, Right, L3, L3, L3 and L3 to turn your vehicle of choice into a monster truck. Ride high in the air, looking down on your subjects, dealing out HOT JUSTICE from the barrel of a GUN.

THUG 2



DEAD PRESIDENTS

Fancy busting some monster grinds as the late American president Abraham Lincoln?

Face: Light skin 5.

Facial Hair: Honest Abe – colour brown.

Hats: Top hat.

Shirt: Suit Coat – colour light brown/black.

Pants: Suit Pants – colour as coat.

Shoes: Cowboy Boots – colour as pants.

DOING IT FOR THE KIDS

Sha-mone! Oh my days, it be the Mikey Jackson all up on his skateboard. Oow!

Face: Light skin 4.

Skin colour: The whitest.

Hair: Long 1.

Hair color: All black.

Nose: X: Full left; Y: Full left; Z: Middle.

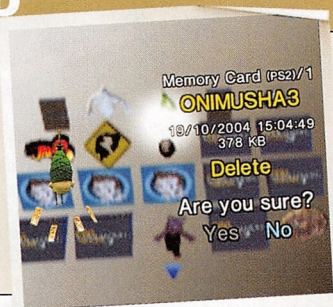
Jaw: X: Full left; Y: Full left; Z: In the middle.



MEMORY CARD

DELETE?

If you highlight an icon on your memory card and go to delete but don't actually do it, quite often you'll see some new animation occur. Just remember not to actually delete anything! Try Onimusha for some amusement.



MEDAL OF HONOUR: RISING SUN



BLOCKHEADS PART 2

If you type in the cheat "SEAHORSE" at the password screen on the options menu, all the soldiers have daft headgear. Boxes, guns, grenades, things, other things, a thing – they're all there, on people's heads. Why?



THE TRUTH IS OUT THERE

Debunking PS2 gaming myths.

NEW GAME, OLD CHEATS

I've been reading on the Internet that the cheats from *GTA: Vice City* work with *GTA: San Andreas*. Is this true? Surely it can't be? Can Rockstar really be that simple and loving?

Ben
via email

FACT!

I think you might want to go and love the internet right in the face. It is indeed true. Not all the cheats work but the more useful ones certainly do. See this month's tips book.

VERCETTI IN SAN ANDREAS?

I've been told that it's possible to play *GTA: San Andreas* as Tommy Vercetti, the bloke who told me isn't exactly reliable. But if anyone knows, it's you fellas.

Mike
via email

FICTION!

Afraid not Mike. It seems that you can't do this although we're still delving into the depths of the world's best game. We'll say no for now but should new information come to light, you'll be the first to know.

ROONEY IN THUG 2?

My mate insists that it's possible to play as Shrek in *THUG 2*. How can this possibly be? I'm quite sure I'm having my leg pulled – set me straight PSW.

Brian Olds
via email

FACT!

It surely is the truth, your mate's not lying. Just complete the Story mode on 'easy' and the bald green weirdo will be yours to slam into the concrete.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or a letter telling us where you found them. Senders of any anomalies printed will win a copy of a random PS2 game from the rather big pile on Dan's desk.

NEXT MONTH

WE'RE PLAYING IT NOW!

RESIDENT EVIL 4!

It's a survival horror
apocalypse!
Exclusive PSW first-
look next month!



PSP PLAYTEST!

■ Wipeout Pure ■ Metal
Gear Acid ■ Ridge
Racers ■ TOCA
■ NFS Underground
Rivals ■ GT4 Mobile

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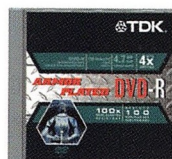
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You've played the games, now meet the stars!*

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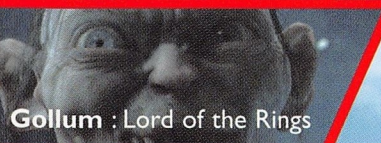
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Gollum : Lord of the Rings



Marik : Yu-Gi-Oh!



Goku : DBZ & DBG7



Seamus Finnegan : Harry Potter



Michael Turner : Witchblade



SWEp3:Revenge of the Sith

Also exhibiting:



*All guests confirmed commitments pending.
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